

NINTENDO POWER

VOLUME 27

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MEGA MAN IN DR. WILY'S REVENGE

A Game Boy Mega Hit!

Series Updates

Dragon Warrior II & III
Ninja Gaiden III

Super NES Previews!

ActRaiser
Super Mario World
Gradius III



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RENEWAL.**



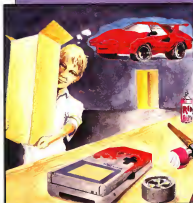
**THE
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POWER
UNDERGROUND
IRON-ON DECAL
FREE WITH
A 2-YEAR
RENEWAL.**



POWERLINE

● We always have a wild time coming up with prizes for the **Player's Poll Contest**, but we worked overtime on this month's. All of you Bill & Ted fans will want to check it out! Would you believe that we're giving away a phone booth? And it's not just any phone booth—this one is a movie star! It's the time-traveling booth actually used by Bill & Ted in the movies, and it's going to be installed in the lucky grand prize winner's house.

● Speaking of contests, we're including an extra one this month.



We're asking you to get your Game Boy and put your creativity to work creating designs and decorations that make yours a truly custom model. Send us your design on a template like the one on page 71, and we'll select the best ones to feature in a future issue. Of course, you'll want to be able to play your personalized Game Boy, so be sure to make it a working design.

● There weren't any customized

Game Boys at this summer's **Consumer Electronics Show (CES)**, but there were lots of newsworthy new products. Of course, Nintendo Power readers already knew about the star of the show, the Super NES, but you might not know about some of the other big announcements. Be sure to read our CES wrap-up in **Play Watch** to find out what's up in the video game world.

● Our featured games begin with **Ninja Gaiden III**. Ryu's latest adventure. It has the most intriguing plot yet, beginning with a mysterious murder that calls for Ryu's investigation. Ninja Gaiden fans won't be disappointed.

● Since we know that many of you took advantage of our **Dragon Warrior** subscription bonus, we're including reviews of its sequels, **Dragon Warrior II** and **III**. The brief coverage of **Dragon Warrior II** will bring you up to date on the story line, then we'll take you way back in time with **Dragon Warrior III**, back to

the beginning of Erdrick's legend. Finally, you'll learn how the epic began.

● See what's up with the Super NES in a special preview section beginning on page 72 with **Super Mario World**. If you thought Super Mario 3 was great, wait until you see this one! There are loads of great titles just waiting for the Super NES, including the two others that round out our preview, **Gradius III** and **ActRaiser**.

NINTENDO POWER™

STAFF

Publisher	—	M. Andrews
Producer in Chief	—	Mitsuhiko Kato
Editor in Chief	—	Gar Tullien
Senior Editor	—	Pat Sather
Editors	—	Scott Pollard George Senfield Dan Owen Leslie Swan Kevin Johnson Fred Nove
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Producer	—	Naohiro Tsubokawa
Project Coordinators	—	Mitsuhiko Kato W. David Malloy Kaji Yamada Eru Toyama Yoshi Onino
Art Director	—	Mark Waase USA
Concept & Design	—	Mark Waase USA Mara Waase Co., Ltd. Yukio Yamashita John Aoki Yoshi Onino Nob-Aki Takagi Leo Iwakamoto Ninshi Nagishi Wendy Saketani Emi Masuzaki Goeffrey M. Moriyama Junzo Pollock Jeff Harrod Seyi Sato Yoshi Ozaki
Illustrators	—	Nob-Aki Takagi Masaki Nagami Katsuya Tanaka Kazuhiro Akhara Matsuoan Jeyemoto Jeff Harrod Makoto Shimizu Osamu Nakamura Kazuaki Kamachi Art Nishida
Poster Art	—	Makoto Shimizu

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PLAYERS' PULSE

Baseball Stars Return

Recently, a Little League team sponsored by Nintendo of America flew to Japan for a week of baseball and tours. Check out the details here. Also this month, we feature a couple of Mario look-alikes, a heat-seeking iguana, and more!

SUPER NES IN CANADA?

I read in the June and July issues of Nintendo Power that the Super NES is coming to the U.S. this fall. It sure sounds great! Will they be sold in Canada this fall, too?

**Peter Hughes
Vancouver, BC**

Our manufacturing facilities have been taxed to the max to meet the high demand for Japan's Super Famicom. We are now concentrating on the Super NES but have been able to produce only a limited number. Therefore, we don't plan to ship them to Canada this fall, and they will probably be in very short supply here in the U.S. We have high hopes for 1992.



It's official! Mayor Tom Bradley officially declared November 5, 1991, as Nintendo Fun Day in Los Angeles. Now here's a city that knows how to have fun!



Christopher Police of Clerks Summit, PA recently got a Nintendo Action Set for his fifth birthday. We don't think it's possible for anyone to look any happier.

A COLD-BLOODED PLAYER

This is my iguana, Phyllis, enjoying my Nintendo Entertainment System. Nothing personal, but I think that she appreciates the heat generated from the NES more than the exciting graphics and great game play! Nintendo and reptiles forever!

**Jason Tarshia
Campbell, CA**



WHERE'S FIERY MARIO?

My son David is a recent subscriber to your magazine and wanted to thank you for the Dragon Warrior Game Pak. David (age 6), who has played Nintendo games since he was 4, is quite accomplished in many games. He has studied your Strategy Guides and used them to figure out how to play the games. In fact, I can say that Nintendo Power has motivated him to learn how to read! Not to be outdone, brother Robbia (age 3) has also taken up the control pad to turn in some pretty respectable scores. I am really pleased to see him apply himself to learning the games through his brother's example. He has gained a lot of self-confidence through his accomplishments. There is a definite place for Nintendo in our house. **Pat Little
Pebble Beach, CA**



Super Mario (Devit), left, meets regular Mario (Pebble).

THE COBRAS STRIKE JAPAN

As part of a cultural exchange program, Nintendo of America sent the Montlake-Rainier Cobras Little League team on a memorable trip to Japan. It was the first flight for many members of the team, and getting on the jet was only the beginning of a week filled with excitement and many other "firsts." When they weren't playing baseball, the team, coaches, parents and volunteers were treated to a whirlwind tour of Japan. Many of the places they visited welcomed them with elaborate receptions, and best of all, they toured Nintendo Company Ltd. in Kyoto. It was a dream come true for the lucky players, who also got to meet Mario and play Super Mario World on the Super Famicom. At every opportunity, the team exchanged gifts such as photographs, baseball caps, and



Members of the Montlake-Rainier Cobras: (Bottom, L-R) Jack Gasler, David Sims, Bryce Ong, Paul Evans, Alonso Goy, Frederick Trambly, Jonathan Falingan, (Middle) Coach Robert Sims, Willie Cori, S.J. Ong, Antonio Conny, Mike Cleveland, Uwe Mliam, Ben Paddy, Demarco Powell, (Top) Coach Gary Soren, Jacob Semario-Starr, Anthony Conley, Mark Muijen, Shane Mison, Coach Curtis Kogel.

playing cards with the opposing teams. Although there were communication problems, it soon became clear that they all spoke one universal language: Nintendo! When the Game Boy was brought out, the players from both coun-

tries knew just what to do: pop in a Game Pak, connect the Game Link cables, and get set for friendly head-to-head competition.



The American team gets together for a group shot with two of the Japanese teams they played against.



Japan was great, but the visiting athletes took some getting used to!

By now, you've heard lots of exciting things about the capabilities of the Super NES. It's the product of many creative people who let their imaginations run wild. If you designed a game system and could have it do anything you wanted, what capabilities would it have? Would it clean your room? Do your homework? Take you to Tahiti? Send your wildest ideas to us at this address:

**Nintendo Power
Player's Pulse
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98072-9733**

A Final, Desperate Mission For Ryu Hayabusa

NINJA

外伝™

EPISODE III

GAIDEN THE ANCIENT SHIP OF DOOM



Ninja Gaiden III: The Ancient Ship of Doom is Tecmo's third ninja action thriller based on the hit arcade game. Although rumor has it that this is Ryu's final appearance, at least he goes out with a bang. The action is non-stop with some great new moves, like being able to grab hold of bars and swing up onto platforms from below. The menacing story, told in cinema scenes, ties each of the seven stages of game play together. Look for great graphics and super control, just like in the first two Ninja Gaiden games for the NES. But more than anything else, look for a challenge that won't quit.

GAME PAK DATA BOX

NINJA GAIDEN III

TECMO

MEMORY

1x1	
MWC3	--

POWER METRIC

Graphics & Sound	4.1
Play Control	4.2
Challenge & Lasting Int.	4.1
Theme & Fun	3.9

It Began Long Ago

One day, Ryu Hayabusa of the secret Ninja Dragon Clan, found his father gone and his world shattered. His quest for revenge took him half way around the world and through countless dangers until the horrible truth of his father's death was revealed during his struggle against the evil Japque. Then, out of the ashes of Japque's rule, stepped a new villain named Antlar. When Iwano Lew was kidnapped, Ryu plunged into the fray, battling his way to Antlar's stronghold where he learned that the world hovered at the brink of chaos.



The Final Chapter



A desperate chase. A brutal betrayal. Iwano Lew: dead? Ryu the killer? Some unmastered sword he got work. Begin uncovering his sinister plot by investigating Iwano's last wishes, code named, "Goribet." And so Ryu Hayabusa sets out once more, in a game of dark mystery and murder, with the future of Earth going to the wind.



From the
NES Masterpiece
Collection
"Goribet"



Ryu Hayabusa
Descendant of the Dragon
Clan, eliminated Iwano Lew
at 83-58.



COLLECTING NINJA WEAPONS & BONUSES



Once again, Ryu can look to enhance his fearsome Dragon Sword with deadly Ninja Arts or weapons that he finds along the way. This time, you'll be able to see the actual weapon inside its bubble before Ryu slashes it. That's a big help when you want to hang on to a particular Ninja Art.

NINJA ARTS & WEAPONS

NINJA STAR (S)

The classic Ninja Throwing Star is thrown at an enemy with incredible speed, then it returns like a boomerang.



FIRE SHOTS (F)

This art sends fire upward at an angle to singe any foes walking for Ryu on a higher platform.



UP & DOWN (U)

Like giant saw blades striking straight up and down, this art is good against enemies who lurk above or below you.



FIRE WHEEL (W)

The Fire Wheel rotates around Ryu, wiping out enemies and keeping him virtually invincible for a short time.



DOWN BLAST (D)

This fiery art sends a ball of blazing fire shots at a downward angle.



SUPER SWORD (SS)

The Super Sword gives Ryu's Dragon Sword extra range with each swing, and you keep it until Ryu loses a life.



BONUSES

NINJA ARTS POWER-UP (P)

Ryu slashes End (EP) or Star (SP) Power-Ups to restore 16 energy units or all of his Ninja Power. He can also grab Extenders (EP) that add to his Ninja Power.

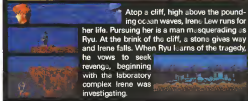
HEALTH

Restores Ryu's Life Meter with the Heal Power-Up. There aren't many of these, so avoid taking hits.

I-UP

ACT 1

The secret lab is filled with bizarre biological experiments, some in huge glass tanks, others that attack Ryu. Ninja guards and hovering robots also pop up in Act 1, but Ryu can handle them all. This stage is just a warm-up to the later Acts of the game. After slashing, climbing, leaping and spinning his way through the lab rabble, Ryu will face a mad, hot-headed scientist in body armor who gives him a scorching reception.



Atop a cliff, high above the pounding ocean waves, Irene Lau runs for her life. Pursuing her is a man masquerading as Ryu. At the brink of the cliff, a stone gives way and Irene falls. When Ryu learns of the tragedy, he vows to seek revenge, beginning with the laboratory complex Irene was investigating.

Fools Rush In

Enemies often appear suddenly as you scroll forward. While running or leaping, you may crash into them and lose HP. Scroll slowly ahead.



Hanging Tough

When a bar or chain hangs down, Ryu can grab hold. He can also swing up, attach feet on top, then move ahead, avoiding danger below.



STAGE 1: THE LAB

You'll have to move both horizontally and vertically to make it through the lab. Luckily, Ryu can get a grip on almost any surface. There are plenty of Power-Ups, but no Heals or 1-Ups.



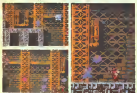
U BP W SS F BP BP U

B BP BP



Ninja Patience

The true ninja knows the value of patience. Before moving on after a fight, Ryo should pause a moment to see if other enemies appear.



T

Quickness Counts, At Times

Many of the ledges Ryo jumps up to are already occupied by enemies, and those enemies are usually coming to attack. If Ryo jumps quickly to the upper ledge, he'll often have time to remove the threat with a flash of his sword.



Art of Fire

One of the most useful of the Majo Arts is the Fire Shot. Enemies above Ryo won't know what hit them. It's a great attack for narrow ledges where there's hardly room to jump.



If you climb quickly up the wall and jump to the ledge on the left, you can race through this area. Otherwise, use the Fire Shot from below.



Again there will be an enemy welcome for Ryo. Wait a moment just below the ledge until the mechanical spider joins the guard, then blast both of them.

BOSS SOME LIKE IT HOT

The CIA received a tip about a mysterious Dr. Flame experimenting with mutated lifeforms, so they sent operative Irene Lew to snoop around. Too bad for her, the Doctor didn't appreciate house calls.



Hotfoot It

Ryo's biggest problem will be to avoid the flames that shoot along the floor. Hop over the fire, then jump in close and watch Dr. Flame when his shield is lowered. Even better, attack from the back.



ACT 2

The road to the Castle Rock fortress leads through a parched desert of treacherous sands that swallow men whole. Then Ryu must race through an underground passage where the Earth's molten interior threatens to rise up and drown him in fiery lava. To make things more interesting, enemies appear continuously, some of them swooping down from the air. And inside the tunnel, Ryu will come face-to-face with a new horror!



Having taken the job by storm, Ryu realizes that something very strange was going on there. Scientists don't normally keep armed killers. But then a mysterious man appears who urges Ryu to seek out the Castle Rock fortress, where he claims Irene is being held. Ryu doesn't ask any more questions. Time is too short.



STAGE 2-1: DESERT

This desert is anything but deserted. Ryu must watch for attacks on the ground and from the air.



Quick Sand

Kano jumping to avoid sinking.



Bad News: Part One

Leap onto the shifting sands and strike the Pod that bounces up. Now turn to the left before moving on and defeat the Treadman.



Bad News: Part Two

When you move out on this patch of quicksand, bouncing enemies appear. Turn quickly and strike, or lure the enemy back toward solid ground.



More Bad News

Move forward slowly. Destroy the Pods, then Treadmen. Turn, attack covering enemies and get the Pod for a 5-Up.



F BP BP



2-2
A

To
2-2
B

STAGE 2-2: LAVA CAVES

The rising lava will make you want to hot-foot it out of this horrible hole.



2-2
B

SS
BP
B
BP

To
2-2
C



2-2
C

BP BP

Fight Fire With Fire

In the flaming caverns, the Fire Shot helps Ryu blast through heavily defended vertical areas.

A

Scuttling on the far left edge of the platform, use the Fire Shot to roll the left enemy first, then the right enemy.



B

Here, stand on the edge of the left ledge and use the Fire Shot on the enemies above.



Attack From Below

If an enemy is above you on a ledge, use the Up & Bows, Fire Shot or Super Sword to defeat him. There runs no safety.



Hanging Out

Ryu can pick up damage if he grabs a platform too high, so an enemy above may touch him.



To
2-2
D

BP
S
HP
BP
EP
BP
F
BP

Lava!

The lava is rising and it won't wait for anything. Use the walls and ledges to climb.

Fire & Spikes

Stand on the right edge of platforms for safety.



BOSS THE GORGON

The Gorgon is a huge, flying mutant who hurls fireballs collected from the lava of his domain. He looks like something cooked up by a mad scientist, and maybe he is.



Hide & Seek

The Gorgon throws fire where you last appeared and has a figure 8. Confuse him by jumping back and forth. Attack on the ground.



ACT 3

Ryu plunges into the steamy swamp of the Amazon, moving right to left. Ryu uses creepers to hang from and to avoid enemies like Piranha fish that leap with snapping jaws from the murky river. Then he's climbing through a dark, wet passage inside a mountain while battling the forces of evil. He doesn't know who is commanding the enemies, just that he must continue if he is to avenge Irene.



Having breached the outer defenses of Castle Rock, Ryu masts the video image of Foster, who has been waiting for him. He boasts that nobody has ever left alive! But when Ryu asks if Irene is being held here, Foster is surprised. Obviously there is more to the mystery and Ryu must press on.

STAGE 3-2: THE TUNNEL

Flooding from the Amazon creates streams with strong currents that pull you downward.



Drop In

Be safe and drop from the left side of platform.

Hit & Run

Roll and hit the Pod as they flow. Then run ahead of the spiked ball.

Lucky Star

Throw the Mega Star as soon as you hit the floor.

Fish Stories

Foster let this fish go... unless you want it to get you.

This site of meeting platforms and flying fish is one of the toughest. Jump onto the platform at its high point, then kick as the Piranha leaps over you. The fish may be the one that get away, but there are plenty more to come. As soon as the first fish is gone, prepare to battle a second. The Fire Eater Ninja Art will come in handy here. Tangle your jump to the 1-Up in water trick, but you don't want to let it pass.

Fire Storm

From the left wall, use the Fire that against the Pod near the door and in the middle of the shaft.



3-2 C

By The Numbers

Use the path indicated to leap and slip through this area. When the Scissor appears, dash to avoid becoming lunch.

One At A Time

With so many ugly critters coming after Ryu's side, take them one at a time. Jump up and slash one enemy, then drop back to gate time. Now jump up again and finish the job.

BOSS MUTANT TWINS

The Mutant Twins are lords of this underworld, but it's not much to write home about. No one knows how they got here, but Ryu intends to find out.



Only one of the Twins is vulnerable to Ryu's attack. When you first enter, the vulnerable mutant is on the right.

3-2 C

F
BP
BP
B
H
BP

3-2 B

BP
BP
F
BP
B

To 3-2 B

3-2 A

Wheel of Fire

If you grabbed the Fire Wheel earlier, activate it under the Power Capsule, grab the Power Capsule and race forward to get out safely.

Tricky Moves

Jump to the left edge of the platform and attack the Mocha-ical Flyer. Use the Piranha.

STAGE 3-1: THE AMAZON

Leaping from ledge to leaping platform, Ryu dodges and dashes his way through the Amazon.

BP
B
B
BP

START

ACT 4

Ryu has reached the foundations of Castle Rock fortress. It's on to the dungeons where piercing spikes shoot up through seemingly solid floors. Don't get caught flat-footed! Fortunately, there are heavy chains overhead to which Ryu can cling in some safety. Armored robots, enemy ninjas and tiny jet fighters all home in on Ryu at every step.



The mysterious stranger who appeared at the end of Act 1 reappears, bragging that he was the one who eliminated Irene. But before Ryu can lay his sword on the scum, he flies away as if he has rockets in his shoes. Determined, Ryu follows.

STAGE 4-2: CAUTION

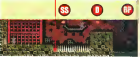
Survival in the dungeons depends on avoiding the spikes. Use the heavy chains when you can and be cautious.

A Spike In Time

The spikes thrust upward every few seconds, giving Ryu just enough time to leap past them. If you fall, Ryu will lose a life.



4-2



STAGE 4-1: ANTICIPATION

One fall will be your last in this area. Remember that weapons and Ninja Arts are located where you need them. Knowing each weapon will hint at what to expect ahead.

Leaps Of Fate

You can catch hold of the first platform by leaping straight up. Later platforms require that you jump forward and spread simultaneously. Timing is everything.



Three's A Crowd

Three homing robots converge on you like the platform. Get on top and attack, but take care not to hit and leave the 1-Up.



Watch Your Step

The chain glider you saw to collect this life. Just don't drop with a spike or enemy.



Both Sides

Throw at the first five then jump the 6th and returning star. The star will hit the foe behind you.



BOSS FORTRESS FATS

The protector of the fortress is yet another mutated fiend. He won't take a pound of flesh; he just likes to pound on flesh, Ryu's flesh. Who are these bosses anyway?

Fats' Folly

The top of this mutant shoots up toward where Ryu last stood. To avoid it, keep moving from left to right and back again.

HP B DP RP F I



Mini-Jets

The mini-jets appear while you're concentrating on hopping from rock to rock and rock to chain. At first they move slowly, but as the time to attack, or use the 1Up and lives end attack from below.



To 4-2 a

4-2 A



HP
DP
RP
F
I

Cliff Hangers

Not every enemy needs to take the bits of the Ringer Sword. Ryu can afford to be selective.

A Ignore this guard because you can smash past without taking a hit.

B A jump from below with the Ringer Sword, or a blast of five Short Bars II.



HP F

DP

RP



HP

DP

RP

F

I

To 4-2

ACT 5

Swarms of Hover Pods, Toadmen and other enemies appear as Ryu presses into the fortress. He must ride a series of platforms before meeting laser mutants. Finally, he reaches the outer ramparts of the fortress. The action is intense and seems endless. Back inside, Ryu meets Foster. Then comes a fight with a powerful bio-noid.



Another encounter with the mysterious man reveals that his name is Clancy, and that he has been helping Foster on a bizarre project involving Life Energy and Bio-noids—super mutants, like the bruisers Ryu has been fighting. But now Clancy claims to be innocent and he wants Ryu to go after Foster!



ACT 6

Inside the subspace dimension, Ryu finds an icy world of high-speed drops and countless enemies. Further on the world becomes a biomass of roots and rotting evil.

By now the plot is getting so thick you could eat it with chopsticks. Clancy reveals that a rift in the ruins of Castle Rock fortress leads to a subspace dimension that he intends to rule using Life Energy and mutants. He will also control the doorway back to our universe. Obviously, Clancy has got to be stopped. Ryu is on it.

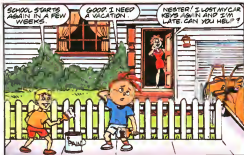


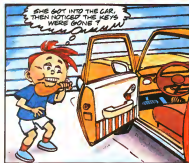
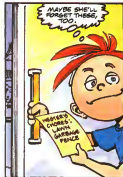


Now Clancy reveals the truth of Castle Rock and the huge dimensional warship known as the Ancient Ship of Doom. Ryu's final chapter leads him into the heart of the ship where electrified walls and blind jumps could end the hope of Earth. Skill, patience, and a noble cause are Ryu's only hope.



NESTER'S ADVENTURES





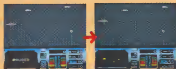
CLASSIFIED INFORMATION



RED OCTOBER

FROM AGENT #999 Powered-Up Sub

Give the Red October an extra boost of power at any point in the game. Press the Start Button to pause the game. Then press the A, B and Select Buttons in the following order: A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, A. Your Sub will be fully repaired and it will be equipped with 99 Torpedoes, 99 Missiles, 99 ECM's and 99 seconds of Silent Drive. The code can only be entered once per game and as soon as the Red October is defeated, the items will be reduced to their standard amounts.



Press Start to pause the game. Then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, A. Your Sub will be super-charged!

Level Skip

If you find yourself in hot water while you journey westward, you can skip to the next stage with another long, but easy-to-enter code. Press the Start Button to pause the action, then press the A, B and Select Buttons and Left and Right on the Control Pad in the following order: A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll be sent immediately to the beginning of the next stage with a completely repaired Submarina. Make sure that you use this code as a last resort, as you can only use it once per game.



Once you've decided to see your chance to skip the rest of the current stage, press Start to pause the game. Then press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll start again at the beginning of the next stage.

Tons Of Subs

If you wait to use the Level Skip code until your last boat has been blasted, you'll be able to continue playing with dozens of Subs in reserve. Pause the game and enter the code just as the number of subs left reaches "0". When you resume play, the number will still read "0". If you lose a sub, though, the number will change to "10" and it will continue to count down as you lose Subs, using a counting system with letters and numbers. The grand total should be about 150 Subs.



As soon as the number of subs remaining reaches "0", press Start to pause the game. Then press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll start again on the next level with a ton of extra subs.



FROM AGENT #710 Toad Code

You'll need as much help as you can get as you fight the forces of the Dark Queen and, with a terrific Toad Code, you can take off with two extra lives. On the Title Screen, press and hold the A Button, the B Button and Down on the Control Pad. Then press the Start Button and you'll begin with five Toads in reserve instead of the usual three. Toadelly awesome! Use the code whenever you continue and you'll tear up the trail to the Dark Queen.



When the Title Screen appears, press and hold A, B and Down. Then press Start. You'll have a fighting force of five Toads in reserve.

Webfooted Warps

If you've already seen the weird world of the Toads and you want to skip ahead to advanced stages, check out these great Warps!

Level One

The Warp to Level Three will show up on a ledge to the right after you quickly take care of the first two Psycho Pigs. Hit the left Pig with a running Battleload Butt, then do the same with the right Pig and keep running. You'll see a flash of white light on the ledge. Jump into it before it disappears and you'll Warp!



Hit the first two Psycho Pigs with Battleload Butts, first the pig on the left and then the one on the right. Keep running to the right and jump in the next ledge to Warp!

Level Three

There are five Speeder Bike courses in the Turbo Tunnel. The fifth course is especially fast. Count the walls as you pass them in this section and aim your Speeder Bike in a collision course for the tenth wall. There will be a Warp in front of the wall which will take you to Level Five. Just hit it and blast off!



Aim for the tenth wall in the fifth Speeder Bike course for a shortcut to Level Five.

Level Four

In the last section of this icy world, there are several felling platforms that actually take you skyward if you jump on them repeatedly. Try this method after felling halfway on the first platform and you'll meet up with a Warp to Level Six.



Fell halfway on the first platform in the last section of the Ice Corona. Then jump quickly and repeatedly so that the platform takes you back to the top. You'll find a Warp there that will take you to Level Six if you hit it in time.

Level Six

Climb the Snake to the top in this second Snake section. Then run to the right end fell down to a platform. If you're there on time, you'll encounter a Warp which will zap you to Level Eight.



Get to the top of this area as fast as you can via the Snake. Run to the right end fell. You'll hit a platform with a Level Eight Warp!

The Warps in Levels One, Four and Six disappear very quickly. You'll probably have to practice before you can hit them in time to Warp. Keep trying!

CLASSIFIED INFORMATION



■ FROM AGENT #197

Items-A-Plenty

There's a Bo Master on the first ledge of Stage 3-1. Beat him and collect the item that he leaves behind. Then double back, drop down onto the fence without jumping and defeat the Fire Thrower. Get his item and continue to go back and forth between the two until you have your fill.



Hit the Bo Master and collect the item. Then run to the left, hit the Fire Thrower and collect another item. You can keep getting home until you're scared out.

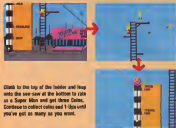
THE SIMPSONS™

■ FROM AGENT #436

Unlimited Barts

The Krustyland Amusement Park has a see-saw strength tester right next to a high dive platform. You can combine the use of these two apparatus to collect a ton of 1-Ups. Climb the ladder and hit the character on top with the Slingshot. Then leap off the platform to the left and aim for the left side of the see-saw so that you'll send the weight on the other side soaring. After you land, grab a bouncing Jebadiah Head so that you'll be temporarily invincible and watch the weight as it hits the bell at the top. Three coins will burst from the bell. Collect them and repeat the maneuver. When you have a total of 15 coins, you'll earn a 1-Up. In the 600 seconds allotted for the stage, you should be able to earn about five 1-Ups. When the time runs out, you'll lose one Bart's life, but you'll net four Bart's lives.

Keep collecting coins and 1-Ups until you've got enough to complete the game.



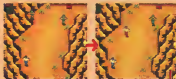
Climb to the top of the ladder and leap onto the see-saw at the bottom to rick as a Super Man and get three Coins. Continue to collect coins and 1-Ups until you've got as many as you want.



■ FROM AGENT #431

Two Player Continue

While you automatically have unlimited chances to continue in this rescue mission, in a two-player game, the first player to be defeated generally has to wait until the other player has been defeated. They then both continue the mission at the same time. There is a code, though, that allows for an instantaneous continuation for the player who has been defeated. When all of your fighters in reserve are gone, press and hold Up and Right on the Control Pad, then press the A Button. You'll reappear on the scene with three more chances!



When your last fighter is gone in a two-player game, press and hold Up and Right, then press A and keep fighting!

NES OPEN

September 7, 2002



FROM AGENT #536

Second Chance Stroke

You're bound to hit a few shots off target on the challenging courses of NES Open Tournament Golf. And, while that is part of the game, you may want to give yourself a second chance every now and again. To do so, quickly press Reset on the Control Deck before the next shot is set up. Then choose the same options that you chose before and continue the game. You'll start again on the same hole, just before your last stroke. You'll be sure to win a large purse at the end of the tournament. Of course, to really test your golfing skill, you should play it straight.



It's going to hit the water. Reset!



Now, start the game again and choose the same options.



You'll be able to try the same stroke over again!



Keep trying until you hit a perfect shot!

FROM AGENT #607

Freeze and Fire

Dr. Willy's Robot Leaders are a tough lot. Our agents have found a way, though, to make your battles with these mechaoids more manageable. As soon as the battle begins and you have a clear shot, pick up Controller II, then press and hold Up on the Control Pad and the A Button. As long as you are holding those buttons on Controller II, the action will be frozen. Even though Mega Man will not be able to move, you'll still be able to fire the Arm Cannon. Keep firing until the Robot Leader is history!



When you have a clear shot on the Robot Leader, press and hold Up and A on Controller II. Both Mega Man and the Robot Leader will be frozen. Continue to hold the buttons and fire away with the Arm Cannon. You'll K.O. the robot in no time.



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733



DRAGON WARRIOR III

ERDRICK'S SAGA: THE ORIGIN AND THE AFTERMATH

The first role-playing game to be an NES hit, Dragon Warrior set the stage not for what was to follow, but for what came before. In this review we will show key moves that will help you finish Dragon Warrior II and catch up with the series, then we'll go back in time to search for the root of the legend.

GAME PAK DATA BOX

DRAGON WARRIOR III ENIX CORPORATION

MEMORY AM --

POWERED UP!

Graphics & Sound	3.4
Play Control	3.8
Challenge & Interest	3.9
Theme & Fun	3.6

DRAGON

THE HISTORY OF DRAGON WARRIOR

The telling of Erdrick's legend began in *Dragon Warrior*. Discover the source himself, the saga gets bigger and better.

DRAGON WARRIOR

THE TELLING OF THE LEGEND BEGINS

1989

A lone warrior sets out to follow in Erdrick's footsteps by bringing peace to Alefgard. To do so, he must slay the wicked, brutal Dragonlord.



Wizards you meet have information that will help you continue your quest.



Father the dark places armed with courage, magic, or steel weapons and, perhaps, a torch.

DRAGON WARRIOR II

EXPECT THE UNEXPECTED AS YOU EXPLORE NEW TERRAIN

1990

Instead of traveling alone, now you head a party of three as you explore the expanded world of Alefgard, which is four times larger than it was in *Dragon Warrior*. You'll be glad that you have extra help when you encounter parties of enemies like none you've ever seen.



Now, as party leader, learn to use the talents of each team member.



Strategy is vital when you face multiple enemies. Fine your attack.



The new world is so big that you'll need a ship to explore it all.

DRAGON WARRIOR III

THE SECRETS OF THE LEGEND ARE FINALLY REVEALED

1991

The third game in the series might explain some of the mystery surrounding the earlier episodes. This time you head a party of four, some of which can make beneficial class changes during your quest, and you can learn more spells than ever. The passing of time is an all-new element. Explore during the day when you can, at night when you must. You will explore by ship, as you did in *Dragon Warrior II*, but this time you will also have to fly high aboard a huge bird to reach remote places.



In daylight, towns bustle with activity. At night, some of the shops close and some people give interesting new tips.



Flying is safe level because there are no enemies in the sky.



In battle scenes, you can attack fellow party members. All sleeping ones to wake them!

From Level 20 on, you can change party members' classes. Be careful, though! They lose abilities and items when they change.

DRAGON WARRIOR II

TMA © 1990 One of America

QUICK TIPS

If you don't want the second quest to drag on, these tips will help you find the key items so you can get started on Dragon Warrior III. You'll still have to raise your levels in battle by fighting foes.

❖ Sunken Treasure ❖

From Lianport, sail due north to the reef. Use Search to dive overboard. Return to Lianport for the Flute.



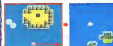
❖ The World Tree ❖

On an island in the south seas you'll find a special tree with a leaf that restores life. Head east and south from Wellgarth, then Search.



❖ Mysterious Zahan ❖

The fabled island of Zahan is isolated in the southern ocean. From the World Tree, set sail to the east and south.



❖ The Golden Key ❖

In the fishing village on Zahan, look for a dog on the east side of town. This precocious pooch will lead you straight to the Golden Key.



❖ Jailor's Key ❖

In the underground city of Wellgarth there is a shop with a mysterious blank spot in the list of items for sale. Point at the blank spot for the Key.



❖ The Hiding Place of Roge Fastfinger ❖

The prison cell looks empty, but if you walk into the dark wall at the bottom you will find Roge's hiding place.



❖ Making The Water Flying Cloth ❖

In the temple at Zahan, use Step-guard to cross the barriers and get the Loom on the left side. The Dew's Yarn is on the third floor of the northern Dragon's Horn Tower. Take these items to Tuhn and give them to Don Mahone. Save the game and Mahone will have the Cloth ready for the Princess.



❖ Staff of Thunder ❖

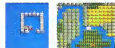
Once you have the Jailor's Key, go to the jail beneath Midenhall and talk to the prisoners. One will reveal his true, evil self. Defeat him and win the Staff. Sell the Staff for 9,500 pieces of Gold and repeat the procedure to amass a fortune.



DRAGON

❖ The Tower Of The Moon ❖ ❖ Entrance To Rhone ❖ ❖ The Secret Face Of Hargon's Castle ❖

When you find Roge Fastfinger, he'll give you the Water Gate Key. Use that in the Water Gate in the northern field of Tuhn to flood the channel. Now you can sail to the Tower.



Take the travel warp in Beran to a mountain valley just north of Wellgarth. West of the valley is a poisonous swamp. Cross the swamp and use the Eye of Malroth, which is found in Monolith Island, to open a secret door in the mountainside. The door opens in the third mountain from the left.

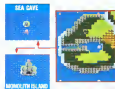


After battling your way through Rhone, the last thing you want to see is an eerie replica of Midenhall. To make Hargon's Castle appear, use the Charm of Rubiss. The Eye of Malroth will reveal the stairway up into the castle if used in the middle of the temple room.



❖ Sea Cave & Monolith Island ❖

From Osterfair, sail four units west, then head north to the Cave. The Island is 23 units west of Osterfair. Use the Moon Fragment to enter.



❖ Erdrick's Stuff ❖

The great champion of long ago left his stuff scattered carelessly about. The Sword is in Midenhall; the Token is in Midenhall; the Armor is in the cave to Rhone; the Shield is in Cannock Castle and the Helmet is in the Monolith of Holy.

❖ Sword Of Destruction ❖

The mightiest weapon in the game can be won only in Rhone by defeating the Atlas, the Giants or the Green Dragon.



THE QUEST OF FIVE CRESTS

Before the great wizard Rubiss will give you his Charm, you must collect the five lost crests. In a cellar room of Hamlin is the Water Crest, which you win in battle. The Moon Crest is found in Osterfair if you defeat the lion.

On an island in the southern sea where a flame burns in a monolith, exit the right door and walk along the outer wall counter clockwise to find the Fire Crest. In the dungeon of Rhone Cave, battle through the fierce Hork-

men to find the Crest of Life. The Star Crest is in the Lighthouse. Find the old man and follow him, then defeat his true form for the Crest. Once you have the fire Crests, go to the Sea Cave and descend to the Chamber of Rubiss.



DRAGON WARRIOR III™

ADVENTURER'S GUIDE

Following in his father's footsteps, the brave son of Ortega is committed to finding and destroying the Archfiend Baramos. His journey will take him to the far reaches of the known world—and beyond. Join him as he recruits a party in Aliahan.

THE WORLD OF DRAGON WARRIOR III

The Overworld in *Dragon Warrior III* is vast and varied. You can wander around at will, but to follow the most direct path to your journey's end, go to the map's numbered locations in the sequence indicated.

- 1 Castle Town of Aliahan
- 2 Village of Reins
- 3 Forest South of Reins
- 4 Cave on the Promontory
- 5 Tower of Ruina
- 6 Shrine East of Aliahan
- 7 Cave of Enticement
- 8 Forest South of Reinsly
- 9 Castle Town of Reinsly
- 10 Village of Kassia
- 11 Village of Reinsly
- 12 Hidden Village of Elvo
- 13 Cave West of Neosahle
- 14 Tower of Shampoon
- 15 Town of Assasin
- 16 Shrine of the Swamp
- 17 Castle Town of Ivo
- 18 The Pyramid
- 19 Shrine Northwest of Bembly
- 20 Castle Town of Portage
- 21 Cave of Nered the Dwarf
- 22 Town of Babarata
- 23 Cave East of Babarata
- 24 Shrine of Shamo
- 25 Tower of Sarasa
- 26 Shrine at the Promontory of Oltio
- 27 Shrine South of Portage
- 28 Shrine South of Ivo
- 29 Village of Tetsuchi
- 30 Village of Lancel
- 31 Shrine of Lancel
- 32 Castle of Egghozer
- 33 Shrine at the Shoals
- 34 Village of Jipang
- 35 Cave of Jipang
- 36 Shrine West of Jipang
- 37 Village of Moor
- 38 Shrine of the Rabbit



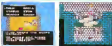
- 39 Leaf of World Tree
- 40 Field (New Town)
- 41 Village of Sea
- 42 House of the Wizard of Gwosled
- 43 Shrine South of Gwosled
- 44 Tower of Apy
- 45 House of Pyrois
- 46 Village of Lazero
- 47 Naval of the Earth
- 48 Shrine East of Sarasasa

- 49 Castle Town of Sarasasa
- 50 Cave Southwest of Sarasasa - Phantom Ship
- 51 Shrine Jed
- 52 Crater
- 53 Cave of Nurogaard
- 54 Shrine of Macrogood
- 55 Castle of Baramos
- 56 Castle of Dragon Garden
- 57 Great Pit of Gaea

YOUR ADVENTURE BEGINS IN ALIAHAN

Begin by recruiting a party to accompany you on your quest. Decide who to include by checking the chart and assessing potential members' individual strengths and weaknesses. Equip them with weapons, then set out to find the Thieve's Key. Talk to everyone you meet, and remember that people sometimes change their messages after dark.

OBTAIN THE MAGIC BALL



The Magic Ball opens doors. To get it, go to Noaniels and use the Thieve's Key to face the man who can make you. Use the Magic Ball in the Cave of Enticement.

PARTY MEMBER CHECK LIST

STRENGTH		AGILITY	
LUCK	IQ	VITALITY	
PRIEST		<p>A good defensive member to have, the Priest can heal others and attack indirectly.</p>	
HERO		<p>As the Hero, you are strong in battle and can equip special weapons and cast unique spells.</p>	
SOLDIER		<p>He can't cast spells, but the Soldier's HP grows quickly. He can also use most weapons.</p>	
FIGHTER		<p>He's strong, agile, and capable of hitting tremendous hits as his level goes up.</p>	
WIZARD		<p>Although he can use few weapons, the Wizard is great at casting strong attack spells.</p>	
MERCHANT		<p>The money-hungry Merchant finds the most gold and is the only member who can Appraise.</p>	
GOOF-OFF		<p>His only virtue seems to be amusing others, but he does have one important use, as you'll see.</p>	

DRAGON WARRIOR III

WAKE UP NOANIELS

Angry elves have cast a sleeping spell on the residents of Noaniels. To wake them, you must get Wake-Up Powder from the elves. They don't like humans and won't part with the powder unless you give them the Dream Ruby, which is hidden in a cave to the west of Noaniels. It's well guarded, so you'll have to use the spring in the second basement to restore the health of your party when it runs low.



The Dream Ruby lies hidden in a well-guarded Treasure Chest.



Use the Wake-Up Powder in Noaniels, then talk to everyone.

QUEST FOR THE GOLDEN CROWN

The King of Romaly won't consider you a real hero unless you retrieve his Golden Crown, which was stolen by Kandar. The thief fled to the Tower of Shanpane, but don't follow until you have reached Level 14 or 15. He waits at the top and you will have to fight as you climb. When you conquer him, he'll leave you a Treasure Chest containing the Golden Crown.



Put Kandar to sleep while you defeat his men, then fight him alone.

YOU ARE CROWNED KING!

You have better things to do than sit around and rule. Find the former king at the fighting ring and tell him that you're just out out out for laughter.



POISON NEEDLE

To pick up the Poison Needle, return to Kavee at night and enter the Iron Shop's rear exit.



EXPLORE THE GREAT PYRAMID

The Pyramid is packed with enemies, and to make matters worse, magic won't work in certain areas. There are plenty of treasures to discover, so plan on making several trips to find everything. Be careful opening the Treasure Chests, though—some contain Man-Eating Boxes.



The Mummies have high Hit Power, so keep your strength up and use your magic wisely.

The Treasures Chests on the 4th floor look inviting, but watch out for mummies!



OPEN THE SEALED WALL



Do you remember the children's song? Press the button on the lower right first, then the one on the lower left.



Return to the door after you press the buttons. Now you can enter and take your treasures.

THE GOLDEN CLAW

The Claw is hidden in the Pyramid's second basement. Search in the area the photo shows to find stairs leading down.



OPEN LOCKED DOORS



Now that you have the Magic Key, go back and open the doors that you couldn't open with the Tlamo's Key. You'll find wonderful treasures and get great new tips this time around.



Well, with a little help from your Key, these return during the day to talk to the Queen. She will give you the Wizard Ring. Talk to someone in Bemely for information about the ship.



When you return to Assaram, you'll learn about the Cave of Nared.

THE QUEST OF PORTOGA: FOR THE LOVE OF PEPPER

The King of Portoga has a ship that he's not using, but he won't part with it until he tastes Black Pepper. Take the Royal Scroll he gives you to Norud, the Dwarf, who lives in a cave, near Assaram. He will open a passage to the east.



Show Norud the Royal Scroll. He will clear the way and give you a few tips about finding Pepper in the area beyond.

A KIDNAPPED COUPLE AWAIT

The ship that savely sells Pepper has stolen because the shipowner's daughter, Isala, is being held prisoner in a Cave nearby. What rages would do such a thing? If's Kander, and he's even stronger than before. If you free Isala and her blind, Eales, her grateful father will give you Pepper for the King.



TRADE YOUR PEPPER FOR A SHIP



Free Kander a second time, collect your Pepper, then return to Habertia. When you present the Black Pepper to the King, he will give you a ship to return. Being able to travel by ship will open whole new areas for exploration. Weigh anchor, hoist the main sail, and set your course for high adventure!



THE SEARCH FOR THE FINAL KEY

Your ship dramatically increases the number of places you can go and people you can meet. In fact, there are so many of both that it's confusing! Before your brain is completely boggled, search for the final Key. It's hidden in an underwater Shrine, but you'll have to visit Edinbear before you can bring it to the surface.

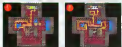
BUY THE INVISIBILITY HERB

In order to enter the Castle of Edinbear, you need the Herb of Invisibility. Buy it in the Village of Lancel.



SOLVE THE PUZZLE

To open the last-most door, you must solve the puzzle. Move the Six Beadles correctly to open the door and find the Vase of Eraght.



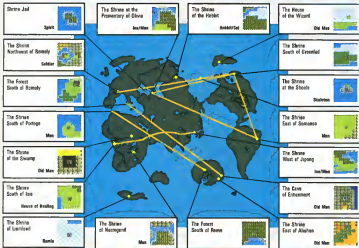
SHIP TO THE SHOALS

When you use the Vase of Brought to the Shoals, the Shrine of the Shoals will rise to the surface. It houses the Final Key.



SHRINES & TRAVEL DOORS

Travel Doors are your tickets to other worlds.



CHANGING CLASSES

Although you can change classes at Level 20, we recommend that you wait until you reach at least Level 30. Consider carefully and save your game if you decide to make a change. That way, if you don't like the new group, you can restart with the party you had previously. Characters who change will lose their weapons and armor as well as half of their Strength, Agility and Intelligence. You can change classes only at the Shrine of Dhame.



The Mee in the Shrine of Dhame will change any character's class.

TWO WAYS TO BECOME A SAGE

The Sage is one of the most useful characters in the game, but you can't begin as one. One way to become one is to find the book of Satori, which is on the 5th Floor of the Tower of Garuna. Fall from the tightrope to a Treasure Chest to find it. With the book, any character can become a Sage.



SET SAIL FOR ADVENTURE

Because there are so many places to go, it's easy to miss important locations. You don't necessarily have to visit every site, but if you don't, you might miss items that are vital to your success. In out-of-the-way places you can find important things such as the Leaf of World Tree and the Phantom Ship. Keep looking—they're hard to find.



Like its predecessor, Dragon Warrior III has a Leaf of World Tree. Take the time to search for it as a small reward.

FIND IMPORTANT ITEMS IN TEDANKI



The Leap of Serpens, which changes day to night, is in Tedanki. To find it, you must leave the Final Key and search carefully. Visit the village during both day and night. The lone prisoner in the jail has information about the location of the Green Orb. Talk to him, then return at night to look for it.

THE ECHOING FLUTE



Look for this very useful item on the 5th floor of the Tower of Aps. If an Orb is nearby when you use the Flute, it sends a shock.

THE RED ORB



From the stone east of the House of Pirates to uncover a staircase. Go down into the basement, use Echoing Flute, and search for the Red Orb.

CHALLENGE OROCHI

If you're at or above Level 23, take on Orochi in the Cave of Jipang. When you beat him, he'll drop his sword and run. Follow him to Himiko's room. If you attack her, she'll revert to her true form, that of Orochi. Beat him again to get the Purple Orb.



Orbis can be deceiving! The first time you beat Orochi, he drops his sword and runs. The second time, he'll drop the Purple Orb.

HELP BUILD A NEW TOWN

An Old Man in a western Field wants to build a New Town, but he lacks a Merchant. Bring one from Aliahah, then visit the New Town from time to time. As it grows, the people tire of the greedy Merchant so they jail him. Talk to him in jail, then search his house for a valuable object.



Recruit a Merchant for the Old Man, then return to the New Town. As it grows, you will see how it has grown.

TEST YOUR COURAGE

If you have the Final Key and are at Level 28, go to the Shrine north of Lancel. A prophet will offer a challenge. You meet his demands alone, so arm yourself with the Final Key and the Meteorite Armband.



Leave your comrades at the door! Open every Treasure Chest, even though some release deadly monsters. When you beat them all, you will be well rewarded.

FIND THE MIRROR IMAGE

The Travel Door in the Shrine south of Greenlad leads to the Castle of Samanao. The King's guards immediately throw you into jail. Talk to the other prisoners to find out about a secret escape passage. Go to the Cave Southeast of Samanao, find the Mirror of Ra, and return to the castle.

THE KING'S TRUE IDENTITY

Wait until night falls to return to the castle. Climb to the top of the east tower, then jump over to the west. You will find the King asleep in his bedroom. Stand beside him and use the Mirror. The Mirror reveals that the King is really a troll. When you defeat the Troll, he leaves behind a Treasure Chest that contains the Staff of Change.



STAFF OF CHANGE

Return to the Mithra Village of the Elves. When you were there before, they refused to sell you anything because you were human. Use the Staff of Change to become something else, then go shopping.



THE STORY OF OLIVIA AND SIMON

After you use the Staff of Change, give it to the Great Wizard at Greenlad. In return, he'll give you the Sailor's Thigh Bone, which will help you find the Phantom Ship. Board the ship, talk to everyone there, then search through the Treasure Chests until you find the Locket of Love.



SCOUR THE SEAS FOR THE PHANTOM SHIP

Because it sails silently on an enchanted course, you never know where the Phantom Ship will be. Watch at sea. Use the Sailor's Thigh Bone to locate it. Check everywhere until you find it. The sailors' ghosts might have important tips, so be sure to talk to them.



USE THE LOCKET TO BREAK THE CURSE

As the Old Man in the Promenade of Oria explains, the channel is cursed and therefore impassible. Although it looks clear, if you try to sail through, its currents push you back. To break the curse, enter the channel, and as it pushes you back, use the Locket of Love. It will open the channel, allowing you to pass.



THE SWORD OF GAIA

Sail through the channel to the Sberia Jail. Talk to all objects until you encounter the Spirit of Simon. The Spirit will tell you where to look to find the Sword of Gaia. You must have the sword to continue your quest, so keep trying until you find it.



THE BRIDGE TO NECROGOND

When you reach the Volcano, face it and Use the Sword of Gaia. The angry mountain will boil and bubble and begin to spew lava, which forms a molten bridge leading to Necrogond. When the lava solidifies, cross the bridge to the Cave of Necrogond. The Cave is filled with hideous monsters, but at its end is the Shrine that houses the Silver Orb.



This wicked-looking Volcano is the one Strago fell into after a fierce fight many years ago.

COLLECT VALUABLES IN THE CAVE



The Treasure Chests in the third basement hold two very valuable items: The Lightning Sword, which has the same effect as the Beam Spell, is in case. In another is the Sovereign Armor, which deflects damage aimed at you back to its sender.

RAMIA IS BORN

The Silver Orb completes your collection. Return to Liamland and the Chamber of the Egg. Place an Orb in each of the six pedestals, then wait. The legendary Ramia will appear before you. Ramia is your transportation to the Castle of Baramos.



Flying with Ramia is not only fun, it's also hassle free. You won't encounter any enemies in the air.

ARCHFIEND BARAMOS

The journey through the Castle of Baramos is treacherous and confusing. Find the Demon Axe along the way and Equip your soldier with it immediately. When you face Baramos, let your Hero and Soldier fight and use your other men to back them up with Spells.



Bad-Boy Baramos attacks several times each turn, and his Spells are the strongest you've ever seen. Good luck!

FINALLY, PEACE REIGNS... OR DOES IT?

You've done it. After many years of Baramos' tyranny, peace reigns supreme. You can now return to Alshain victorious and receive thanks from a grateful King and accolades from peace-loving people. But as you describe your horrific battle to the King, a mysterious but somehow familiar voice interrupts...



Your quest is not complete, after all. Someone—or thing—worse than Baramos awaits!

TIPS FOR GAINING EXPERIENCE

#1

Metal Rabbits yield the most experience points, but they try to run away before they're all beaten. If you have the Mace, use the Spell of ReGrasp. If they don't flee after the first turn, you'll be able to beat them on the second.



#2

When Gargol is left to fight alone, he calls for reinforcements. Instead of leaving him for last, defeat most, but not all, of his cohorts. Knock Gargol off, then finish the rest of his cohorts. It's a great way to gather experience points.



#3

Use the Golden Claw or the Silver Harp to bring the enemies out of hiding. If you have the Claw, you will meet enemies with every step you take until you Discard it. The melodic sound of the Harp lures enemies out when you Use it.

DRAGON

SPHERE OF LIGHT

To get the Sphere of Light, you must return to the Overworld. Fly on Ramia to the Dragon Queen's Castle, which is blocked by mountains. You may have seen it earlier, but you couldn't reach it without Ramia. Go to her chamber and talk to her. She will grant your request for the Sphere of Light, the most important item in the game.



The Dragon Queen makes a great sacrifice by giving you the Sphere.

ENTER ANOTHER WORLD

To find the Master Archfiend, Zoma, you have to travel to his territory, a fearful, dark place. You may have to search all over the world to find its entrance. It is on an island that was previously empty, except for a strange looking pit. When you return, you will see a black pit.



The Great Pit of Giggis is now a suspicious dark hole.



WORLD OF DARKNESS

If you've played Dragon Warrior and Dragon Warrior II, you'll be familiar with this dark new world.

- 1 Port Town
- 2 Teotlal
- 3 The Cave Southwest of Teotlal
- 4 The Town of Darkness
- 5 The Town of Combs
- 6 Geroban
- 7 The Village of Kal
- 8 The Cave South of Kal
- 9 The Town of Boulder
- 10 The Shrine of Holy
- 11 The Shrine of the Phoenix Swamp
- 12 The Cave Northwest of Teotlal
- 13 The Tower West of Kal
- 14 Rainbow Bridge
- 15 The Castle of Zoma



ALEFGARD: ANOTHER WORLD

It looks like Alefgard, but is it? You'll find out as you search for the three items that you must have before you challenge Zoma.

THE SWORD OF KINGS

The mighty Sword of Kings, which was made of Orin, was shattered into tiny bits by the Archfiend. You will need the power of such a sword when you fight him. Find the horse head of Babaricus and search the area around it in End Driem. Return to the Village of Irid and visit the alephkeeper, who will create a master swordsmith. Give him the Orin and 22,500 pieces of gold, then leave. When you return, the Sword of Kings will be listed among the items for sale.



THE SHIELD OF HEROES

Another vital item is the Shield of Heroes, which is hidden in a cave northwest of Teatagal. The cave is small and it looks simple. You will soon find, though, that even small caves are tough without magic! Look for the Shield in the third basement.



THE ARMOR OF RADIANCE

The Armor is the most difficult of the three items to acquire, so look for it last. It is somewhere within the Tower West of Kol, and reaching it is no cake walk. Instead, you'll find yourself walking on moving floors and avoiding burning traps.



TREASURE HUNTING

As they were in the Overworld, important items are scattered around in most of the areas you visit. Be sure to Talk to everyone. Search everywhere and pick up everything you find.



In Sorlehem, there is a house that has a false wall, just as it had in Dragon Warrior. Push through the north wall to find the Silver Key.

The Ring of Life from the Treasure Chest in Boulder's bar restores HP with every step.

RESCUE RUBISS

Rubiss stands in stony silence on the 5th Floor of the Tower West of Kol, but it seems that you can climb no higher than the 3rd Floor. Exit through the north opening. You'll end up on the ground floor before a starway to the 5th Floor.



From Rubiss' spirit by using the Plate in front of her. The grateful spirit will reward you with the Sacred Amulet.

FIND THE FAIRY FLUTE

If you've finished Dragon Warrior, you know where to find the Fairy Flute. Search for it four steps south of the fountain in the Village of Kol. Use it to free Rubiss.



WHAT'S DIFFERENT ABOUT THIS DAY'S ALEFGARD?

The characters you meet in Alefgard this time are the ancestors of those you met in Dragon Warrior (DW), so this day's child might be Dragon Warrior's adult. How does that change things?



In DW, the Priest in Teatagal breaks a critical curse. In DW II, he's a young child just learning about spells.



Boulder's shop sells Magic Iron in DW, but in DW II, he's just thinking about building a Rayshop.



In DW, you found a secret tunnel under the church. In DW II, the tunnel isn't finished yet.

DRAGON

BUILD THE RAINBOW BRIDGE

You no longer have Rarnia to take you to Zoma's remote castle, so you'll have to build a bridge in order to reach it. In this case, you're building a Rainbow Bridge with the Rainbow Drop, which has three important ingredients: the Stones of Sunlight, the Staff of Rain, and the Sacred Amulet.

STONES OF SUNLIGHT

This area, the Shrine, has hidden Staircase Castle. Use the hidden Stairs in the Shrine.

+

STAFF OF RAIN

The spirit in the Shrine of the Pollen Swamp near Castle will give you the Staff of Rain.

WITH

THE SACRED AMULET

When you free the Spirit of Briblia, she gives you the Sacred Amulet.

RAINBOW DROP



Take the Stone to the Old Mine in the Shrine South of Rimuldar to get the Rainbow Drop.

IT'S TIME TO TACKLE THE MASTER ARCHFIEND, ZOMA

Use the Rainbow Drop in a spot northwest of Rimuldar, but first fill your HP and MP to the max. Don't expect to get all of the way through the Castle in one trip! It is a very long journey with many confusing twists and turns. Save your MP as long as possible, and use the Sage's Stone when necessary if you have it. Return to Rimuldar to replenish HP and MP when they run low. You'll need strength when you meet Zoma!

ZOMA: THE ULTIMATE CHALLENGE

In the 5th Basement stands Zoma, flanked by three bodyguards, King Hira, Beramos Gonus and Suramos Gonus, the woe to get Zoma to sleep and get rid of his bodyguards before taking him on. When it's down to you and Zoma, begin by using the Spheres of Light, which reduce his HP by one half. You will find that attack spells are wasted on him, but healing spells steadily damage him. Use healing spells on yourself to keep your energy up, and fight for the ultimate victory!

KING HYDRA



BARAMOS GONUS



BARAMOS GONUS



FIND THE HIDDEN STAIRWAY

There is only one path in the basement below, and its opening is hidden behind the King's Shrine. Walk behind the Shrine and Search carefully. Take a deep breath and steady your nerves—you are embarking on the most dangerous journey yet!



UP AND DOWN, ROUND AND ROUND

The 5th Basement is a nightmare. The rotating floors seem impossible! Watch for a picture in the way the floors rotate, and change the direction to exit each mode by pressing the Control Pad arrows. Press up on the Control Pad from the place shown in the photo, then you'll reach stairs to the next floor.



IT'S ORTEGA!

In the 5th Basement, you come upon someone fighting a monster. It's Ortega! He fights valiantly but, alas, loses. At least, you knew what his *salorunenta* was!

The thankful King bestows your new name, Erdrick, and declares you a legend never to be forgotten.





NES ACHIEVERS

Here they ore! Hot scores from our hottest players. If you'd like to see your nome next to other Power Players, send your oaccomplishment to us. You could be the next NES Achiever.

■ DÉJÀ VU

Kan Decker ▶	East Peoria, IL ▶	Finished
Jeanne Leonick ▶	Boyside, NY ▶	Finished
Jimmy Crowley ▶	Milville, NJ ▶	Finished
Josh Thurston ▶	East Peoria, IL ▶	Finished
Tyler Rout ▶	Elk Grove, CA ▶	Finished
John Dumas ▶	Purcell, OK ▶	Finished
Brett Robinson ▶	Laplata, MD ▶	Finished
Ryan King ▶	Round Rock, TX ▶	Finished
Eric Gillan ▶	Vandalia, IL ▶	Finished
Jerry Hooper ▶	Carion, MO ▶	Finished
David Martz ▶	Perkiomenville, PA ▶	Finished

■ DIGGER T. ROCK

John Swaffer ▶	Ypsilanti, MI ▶	Finished
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■ DOUBLE DRAGON III

Japhat Erum ▶	Seattle, WA ▶	Finished
Eric Berdes ▶	Pittsburgh, PA ▶	Finished
Willard & Danry Cook ▶	Wind Gap, PA ▶	Finished
Jeff Benson ▶	Cedar Hill, TX ▶	Finished
Daniel Huffman ▶	Melmore, OH ▶	Finished
Raymond O'Brien ▶	Jersey City, NJ ▶	Finished
Mike McReynolds ▶	Aurora, IL ▶	Finished
Jay Gasy & Tom Hatzek ▶	Broken Arrow, OK ▶	Finished
Denny Guslan ▶	Leominster, MA ▶	Finished
Riche Chambers ▶	Rossville, GA ▶	Finished

■ DRAGON WARRIOR II

Andy Parmeter ▶	Willits, CA ▶	Finished
John Wade ▶	Greensboro, NC ▶	Finished
Adam Graft ▶	Pasadena, CA ▶	Finished
Shawn Stonestrom ▶	Richfield, MN ▶	Finished
Mabel Rogers ▶	Berlin, MD ▶	Finished
Cherise Ackerman ▶	Sarasota, FL ▶	Finished
Michael Sandberg ▶	Osh Kosh, WI ▶	Finished
Michael Panetta ▶	Phoenixville, PA ▶	Finished
Patric and Gene Legit ▶	Saint Cloud, FL ▶	Finished

■ DR. MARIO

Justin Schaefer ▶	Rocky River, OH ▶	570,600
Ryan Wickstrand ▶	Meriden, CT ▶	226,800
Anita Goldberg ▶	Centerburg, OH ▶	213,200
Meaghan Hughes ▶	Bakersfield, CA ▶	194,800
Jason Murray ▶	Corning, AR ▶	138,200
Matt Pikey ▶	Berea, OH ▶	123,000

■ FINAL FANTASY LEGEND (GAME BOY)

Greg Sadowski ▶	Rochester Hills, MI ▶	Finished
Matthew Warren ▶	Nashville, TN ▶	Finished
Kelsy Schmidt ▶	Madison, WI ▶	Finished
Kristopher Grant ▶	Fruitport, MI ▶	Finished

■ G.I. JOE

Lawrence Sadaka ▶	New York, NY ▶	Finished
Tim Siempiński ▶	Brookview, IL ▶	Finished
James Shew & Cameron Gandeva ▶	Surrey, BC ▶	Finished

■ THE IMMORTAL

Bronson Shelton ▶	Peel City, HI ▶	Finished
Owen Ryan ▶	South Amboy, NJ ▶	Finished
Brocken Smith ▶	Louisville, KY ▶	Finished
Samuel Lee ▶	San Dimas, CA ▶	Finished
Ryan Hanes ▶	San Springs, OK ▶	Finished

■ KABUKI QUANTUM FIGHTER

Shane Smith ▶	Brookings, SD ▶	Finished
Terry Anhart ▶	Houma, LA ▶	Finished

■ KICKLE CUBICLE

Mike Lesniak & Jamie Walsh ▶	Redford, MI ▶	Finished
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MAGICIAN

Ed Greenwald ▶	Lancaster, PA ▶	Finished
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METAL STORM

Tommy Fisher ▶	Fort Lauderdale, FL ▶	Finished
Chris Hancock ▶	Fancy Cup, VA ▶	Finished

MISSION: IMPOSSIBLE

David Parsons ▶	Houston, TX ▶	Finished
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NARC

Patrick Snider ▶	Levering, MI ▶	4,951,100
Paul Keele ▶	Marketo, MN ▶	3,209,000
Jed Brewley ▶	San Ramon, CA ▶	3,188,350
Gregory Anderson ▶	Arlington Heights, IL ▶	2,391,030
Way & Beek Messzala ▶	Leamington, ON ▶	2,317,300
Cris Brown ▶	Kimbell, NE ▶	2,234,700
Aaron Schoenk ▶	Catasauquus, PA ▶	2,185,200
Benny Easton ▶	Bonita, CA ▶	2,032,550
Gerry Vossekuil ▶	Twin Lake, MI ▶	1,936,000
Robert Donneman ▶	Hazleton, PA ▶	1,765,800
Mike Zaura ▶	Westchester, IL ▶	1,580,400

NEMESIS (GAME BOY)

Ross Stadelcker ▶	Hudson, OH ▶	487,700
Matt Claus ▶	San Jose, CA ▶	184,600

PALAMEDES

Aaron Paul ▶	North York, ON ▶	105,000
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PENGUIN WARS (GAME BOY)

Kevin Grabenatzer ▶	Buffalo, NY ▶	433,200
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PINBOT

Ron Peters ▶	Windsor, ON ▶	99,999,999
Eric Jubin ▶	Akron, OH ▶	99,999,999
Phil Leslie ▶	Willoughby, OH ▶	99,999,999
Stan Slawski ▶	Mount Geneva, MI ▶	29,569,860
Robert Cox ▶	Springfield, MO ▶	27,207,820
Mike Runda ▶	Pompano Beach, FL ▶	25,981,900
Jama Scope ▶	Flemington, NJ ▶	26,038,940
Shaun Provencal ▶	Ware, MA ▶	25,139,460
William Gay ▶	Brookton, MA ▶	24,105,810
Herbie Morris Jr ▶	Oknessa, JAPAN ▶	22,749,730

PIPE DREAM

Jan Benson ▶	Boise, ID ▶	1,543,400
Stephen Brockman ▶	Chicago, IL ▶	1,329,400
Carol Hauser ▶	Royal Oak, MI ▶	1,157,300
Shelley Keman ▶	Fromingham, MA ▶	617,900

QIX (GAME BOY)

Laurie Lley Vandervort ▶	Torrance, CA ▶	644,164
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THE SIMPSONS: BART VS. THE SPACE MUTANTS

Jon Romeshko ▶	Roselle, IL ▶	Finished
Ted Santos ▶	Kirkland, WA ▶	Finished
Vince Capocci ▶	Centon, OH ▶	Finished
Joshua Butler ▶	Quartz Hill, CA ▶	Finished
Mookid Anderson ▶	Chicago, IL ▶	Finished
James McLain ▶	Gledehill, VA ▶	Finished
Christian Simentek ▶	Chicago, IL ▶	Finished
Shaun Johnson ▶	Gallatin, TN ▶	Finished

STARTROPICS

Mike Kling ▶	Maple Ridge, BC ▶	Finished
Jeff Keecher & Brian Gast ▶	Plantation, FL ▶	Finished
Rob & Mott Parkins ▶	Ansonia, CT ▶	Finished
Ray & Kirk Atkins ▶	Houston, TX ▶	Finished
Christine Wilhelm ▶	Lincoln, NE ▶	Finished
Ron Darschewski ▶	Glendale, IL ▶	Finished
David Van Wyk ▶	Ashburn, GA ▶	Finished
Debra Gammon ▶	Reldsville, NC ▶	Finished
Heather Bourneval ▶	Pearcy, AR ▶	Finished
George Woolton Jr ▶	Nashville, TN ▶	Finished
Sery & Jasden Castilano ▶	Roselle, NJ ▶	Finished

TETRIS

Richie Laskaris ▶	Toronto, ON ▶	731,598
Rebecca Lipka ▶	Wilmington, NC ▶	675,320
David Lopez ▶	Union City, NJ ▶	615,236
Christian Dubis ▶	Masspeth, NY ▶	606,757
Jacky Webb ▶	Lebanon, TN ▶	598,691
Lisa Cunningham ▶	Mifflintown, PA ▶	500,567
Mike Atherton ▶	Rice Lake, WI ▶	491,856
Lee Foltz ▶	Waterford, ME ▶	484,113
Orlando Tejada ▶	Islip, NY ▶	474,918
Mike Sulo ▶	Champaign, IL ▶	432,406

ULTIMA: QUEST OF THE AVATAR

Richard Newman ▶	South Chicago Heights, IL ▶	Finished
Barry Jordan ▶	Searcy, AR ▶	Finished
David Lyons ▶	Enterprise, AL ▶	Finished
Chris LaRay ▶	Livermore, CA ▶	Finished
Merilyn & Lech Trevor ▶	Palm Harbor, FL ▶	Finished

ARE YOUR HIGH SCORES EXPLOSIVE?

When your high score blows away the competition, be sure to record it on film and send it to NES Achievers. If your is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35mm camera without a flash. Take a few shots and send in the best one!



**NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
REDMOND, WA
98073-9733**

COUNSELORS' CORNER!



THE SIMPSONS: BART VS. THE SPACE MUTANTS

HOW DO I DEFEAT THE DINOSAUR IN LEVEL 4?

After carefully leaping across the bony remains in the tar pit, you'll come to the Dinosaur in a canyon. You can jump up on the edges of the canyon in two hops. From there, a third hop will take you to the top of the Dinosaur's head. Bounce on his head, then jump down to the second ledge. Repeat this jump from head to ledge three times to defeat T-Rex



Jump from the edge of the canyon to the ledge marked 1, then to 2 and 3. Bounce on the head then back down to the second ledge three times.

and move on when the beast moves and the screen scrolls. That sounds easy, but the monster is attacking you with shots the entire time. Not only do you have to bounce on his head and then down to the ledge, you've got to do it while dodging the shots. When you bounce on his head, make sure you hear the sound of completion. Like most of the tough spots in this game, the actual movements will take some practice.

THE SIMPSONS: BART VS. THE SPACE MUTANTS

IS THERE A WAY TO WIN THE NUMBER GAME IN LEVEL 3?

The wheel spins and nobody knows where it will stop. That is unless you have a way to stop the wheel. In the first level you can get a magnate from the man in the shop. With the magnate you will always win the number game and earn four balloons. Yeah, you might say this is cheating, but who cares, dude.



Bart needs to get the magnate from this shop in the first level.



Then the Number Game in Level 3 is a sure thing!

THE LONE RANGER

HOW DO I GET THE INVISIBLE ATTACKERS IN 3D MODE?

In the 3D mode of The Lone Ranger there may be times when it seems as if you are being blown away by invisible bandits. Actually you are under attack from behind or from the sides. The directional indicator at the bottom

of the screen flashes red when an enemy attacks. Quickly note if the red arrow is flashing north, west, south or east, then push your directional controller in the same direction indicated and the A Button at the same time. Now draw!



The red light indicates that you're in trouble. Turn quickly and fire!

DRAGON WARRIOR II

HOW DO I GET THROUGH THE CAVES TO RHONE?

The passage through the tunnels to the top of the Rhone Plateau is one of the most challenging areas of Dragon Warrior II. It is here that you find the Sword of Thunder, and along with it are minions of monsters trying to keep you from using it. You'll also find pitfalls and endless hallways that loop on themselves. Even the strongest warrior won't last long if he doesn't find the correct path quickly. The maps shown here will give you the edge to steal through the catacombs and reach Hargon's Castle in Rhone.

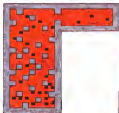
LEVEL 4



The huge chamber of Level 4 is filled with enemies. Every step will result in combat unless you sneak into the cave when your levels are fairly low—below 20. Of course, at that level any monster you meet might be the last one you meet. After grabbing the Sword, head to the upper right-hand corner to escape.

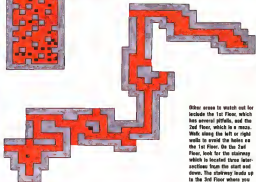
LEVEL 5

Level 5 of the caves is packed with pitfalls. In the game you can't see the holes, but this map shows where it's safe to walk. If you haven't yet found the Sword of Thunder, however, jump down one of the holes.



LEVEL 6

The long and winding road through Level 6 has a number of tricks in store. There is one pitfall and numerous places for a wrong turn. If you stay on the central path above you will make it through. If you go wrong, you will wander along corridors that repeat themselves.



Other areas to watch out for include the 1st Floor, which has several pitfalls, and the 2nd Floor, which is a maze. Walk along the left or right walls to avoid the holes on the 1st Floor. On the 2nd Floor, look for the stairway which is located three intersections from the start and end down. The stairway leads up to the 3rd Floor where you should make a map.

GAME PLAY COUNSELOR PROFILES

Shelley Coillot

Became GPC March, 1990
Hobbies: Golf, Video Games
Best Accomplishment: Finished Air Fortress in 1 hour
Favorite Game: Destiny of an Emperor



Llywelyn Graeme

Became GPC March, 1990
Hobbies: Aardvarks and computers
Best Accomplishment: Finished Nobunage's Ambition
Favorite Game: Final Fantasy Legend



Jason Gamage

Became GPC March, 1990
Hobbies: No Mercy Football, Gorilla Basketball, Full Contact Baseball and ballet
Best Accomplishment: Finished Street Fighter 2010 with one man!
Favorite Game: Heavy Shreddin' and Friday the 13th, because his name is Jason



Jane Hacker

Became GPC March, 1990
Hobbies: Music, Karate, Skating
Best Accomplishment: Best Slider in 45 minutes!
Favorite Game: Zelda I: The Adventure of Link



ULTIMA: QUEST OF THE AVATAR

WHERE DO I FIND THE STONES?

There are eight Stones that must be retrieved from the dungeons of Britannia in order to obtain the three keys. Most of the Stones are easy to find if you follow a few tips. First off, you can reach six of the eight Stones through the Altar Rooms in Level 8 of Hythloth. This is a lot

easier than sailing all over the world. Once you're inside the dungeon, looking for the Stone, use your Gem Map to scan the surroundings. If you see the Stone Room icon, look for obvious passages to it. If there is no easy passage, look at the walls. Four dark dots will indicate hidden passages

through the walls that might be critical. In some other dungeons you'll only be able to reach the Stone Room after taking a series of stairs. Once you've collected the Stones, use them in the appropriate Altar locations of Truth, Love and Courage. Now your quest is nearing its ultimate destiny.

DUNGEON OF DECEIT



DUNGEON OF WRONG



DUNGEON OF DASTARD



DUNGEON OF COVETOUS



DUNGEON OF SHAME



Before you enter into the Stone Rooms you'll meet guardians. They will ask you questions. Answer Yes. Some may require other proofs. Be sure to gather all the Stones!

ULTIMA: QUEST OF THE AVATAR

HOW DO I REACH INACCESSIBLE STONES?

THE YELLOW STONE

The Yellow Stone of Compassion in the Dungeon of Despire, Level 5, is the trickiest of the Stones to obtain. From Level 1 take stairway A (marked on the game map), then take stairway B on Level 2 and stairway F on Level 3. From there head due south to the Star Room, find the trigger, exit to the east, then go south once and east to stairway C on Level 4. On Level 5, head north through a wall (push-

ing twice to make sure you stepped through) and then follow the passage west, south, west, south and through the Star Room. Using your Gem Map, you'll see the Stone Room in the center. Take the second Star Room where you'll enter combat. After defeating the foes, step to the dark spot on the right wall to trigger a bridge. Now go north and east to the Stone Room. Whew!



Check the Gem Map of Level 5 to see where the Stone Room is located. You'll have to circle around to the Star Rooms below the Stone Room.



The Gem Map shows a wealth of information. You see at the center. The symbols indicate both good and bad parts of the dungeon.

THE BLACK & WHITE STONES

The Black and White Stones are a different matter. To obtain the Black Stone of Humility you'll have to pass through the Moongata at Moonglow. The trick is for the two moons to reach the new moon (or totally black) phase. While waiting for the conjunction, you can stand

atop the town where you won't be attacked. Stand on the peninsula as shown in the photo and as soon as the Moongate appears, step into it. The White Stone requires the use of the balloon (found outside the Dungeon of Hythloth.) Sail the craft to the mountains

northwest of Britannia Castle (or northeast of the entrance to the Dungeon of Shame) and look for the tunnel opening. Step inside and grab the White Stone of Spirituality.



The Moongata appears over the small village. Watch the changing phases for the new moon. If you miss the Moongata, wait for the cycle to repeat.



Sailing on the world's winds is the balloon is the only way to reach the cave where the White Stone is kept. When you see the cave, set down.



Enter the White Stone Cave for the Stone of Spirituality. Luckily, there is no great maze or mystery here. Just get the goods.

THE GREEN & RED STONES

In Level B of the Dungeon of Wrong use Dispel in the top left Star Room to quench the fire. On the upper left side of that room you'll find a trigger switch to help you move on to find the Green Stone of Justice.



In The Green Stone of Justice



In The Red Stone of Valor

The Red Stone of Valor is on Level B in the Dungeon of Dastard, but reaching it is tricky. Using the game map, go from stairway N on Level B to stairway I on Level 7 and then to stairway M in Level 8.

BATTLETOADS

In Karnath's Lair, the Battletoads run smack into the Snake Pit where huge serpents squirm through holes and make right-angle turns. The trick of riding these big boas is to watch out for obstacles and jump over them, and to time your leap onto the next snake as it appears from its hole. Some of these serpents move like the wind, so practice makes perfect.

HOW DO I GET PAST THE SNAKES?



Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(206)885-7529
Nintendo Game Counselors
are on call from 4:00 a.m.
to midnight Pacific time.

DARKMAN



THE STORY BEGINS...

Dr. Peyton Westlake's biochemical research on artificial skin tissue would have improved the lives of many burn victims. Peyton, however, caught the attention of the wrong people. While working in his lab late at night, underworld thugs stormed his house in search of a confidential memo. They didn't intend to leave witnesses. After a terrible beating, Peyton was caught in an explosion that destroyed most of his lab. He survived but was horribly disfigured. Special treatment at a nearby hospital not only changed his appearance, but also gave him super-human strength. The new Peyton, alias Darkman, escaped the hospital to hunt for his attackers and have his revenge.

GAME PAK DATA BOX

DARKMAN OCEAN

MEMORY TM & TM
MMCI

Graphics & Sound	3.3
Play Control	2.2
Challenges & Interest	3.0
Theme & Fun	2.5

THE MANY FACES OF DARKMAN

With his synthetic skin, Peyton can take on the identities of his underworld enemies and turn their lives upside down as they did his. But, Peyton had no time to perfect the skin. It disintegrates after 99 minutes in the light. He'll have to work quickly.

PEYTON

Darkman's physical abilities were greatly enhanced through surgery.

SCALE WALLS



Your improved elasticity allows you to climb any barrier.

LONG JUMPS



With adrenaline, pumping lung jumps are easy.

LOW KICK



A powerful kick to the body helps to eliminate most foes.

UPPER CUT



Alleviating pain to the face is their share of damage, too.



PAULY

Posing as this brawny bruiser, you must make your way through Central Park.

CLIMB LADDERS



To get to different levels, Pauly must climb to new heights.

PICK UP STONES



Even the stones are weapons for Pauly. Use them wisely.

SMILEY

Your look-alike waits for you somewhere on the streets of Chinatown.

KUNG-FU KICK



A good hard kick to the upper body will help against elija.

SOMERSAULT



Imitating Smiley, your jumps have a Kang-Xa flavor to them.

KNEEL



Avoid the stars tossed at you by the elija from all sides.

USE THROWING STARS



Throws from a distance, stars help you avoid fights.

SKIP

As the Skip imposter, you must find the real Skip somewhere in the Funhouse.

HEAVY BARREL



Use this piece of hardware to neutralize the opposition.

KNEEL



These pits are perfect! Kneel to avoid this clown's pistol.

DURANT

You can soon taste victory. Scale one last building to battle with DURANT.

LOAD YOUR PISTOL



Use your handgun to eliminate your enemies.

CLIMB UP WALLS



Wait for your enemies to turn away as you hang around.

ATTACK FROM ABOVE



Choose the right time and attack from above.

FACE TO FACE



Strike all the while you've learned as you duel Durant.

WAREHOUSE

Gathering what he could salvage from his lab, Peyton escaped to a Warehouse where he could plan his revenge. Now, as Durant's men surround the building, Darkman must fight to make his escape.

WAREHOUSE 1

Learn to use your new abilities. Jump, climb and test your balance.



WAREHOUSE 2

Review your map and follow the arrows that lead Darkman through this maze of moving platforms.



TIGHTROPE TEST

Keep the meter towards the center by pressing the left button if the indicator is toward the right and the right button if the indicator is on the left.



COLLECT MORE CHEMICALS

At the end of each stage, Darkman replenishes his energy using the chemicals that he has managed to gather from that stage. Collect as many as possible.



WAREHOUSE 3

Your escape from the warehouse is almost at hand. Be patient and make your way through the stage slowly.



WRONG CHOICE

If your reflexes are too slow or if you take a wrong turn, Darkman's quest for revenge will meet an untimely end. Once again, review your map.



DON'T GET TORCHED!

Moving flames make this situation even hotter. Time your jump to avoid the pillar of fire but watch out for dangers that may be ahead.



CENTRAL PARK

Now disguised as Pauly, you must cross through Central Park while evading and battling enemies hidden throughout the forest. Don't waste your energy. Avoid a battle if you can.

CENTRAL PARK 1

Enemies are armed with guns and mine traps in the trees. Use Pauly's hat to lead up the enemy's plans.



START

C. PARK 2

As you climb through the treetops, jump from ladder to ladder. Avoid the saw blades and watch for enemies.



START

STONE YOUR ENEMIES



Stones about the park are baseball-sized rocks that you can use to combat the enemy. Only one is needed to send the enemy flying.

IMPOSSIBLE JUMP?



This is actually a snap with the correct technique. Scale the right ladder, press left on your joystick, then make your jump.

CONFRONT PAULY



It's an old-fashioned slug-fest between you and your counterpart. Beware of the lumber hiding in the trees. Good Luck!

CENTRAL PARK 3

Pauly waits at the end of this stage. Battle easy if you rest. Conserve your energy for the fight with Pauly.



START

TO 3

FUNHOUSE

All is not what it seems in the Funhouse. Avoid the clowns as they throw pies and roll bowling balls. Beware of the reverse platforms and the catapults. Wrong moves on either could mean the end of Darkman.

START

FUNHOUSE 1

Darkman must hop through this stage armed with a powerful gun. Each shot creates a powerful radar, so stay away from ledges.

START



REVERSE JUMP

On these platforms, your movements are reversed. If you want to move right, press left. Once you leave this platform, however, they're back to normal.



FUNHOUSE 3

Like the platforms in the warehouse, know the arrows to reach the end of this Funhouse stage.

WHICH PLATFORM?

Read this map. The wrong choice will end your big victory. Like below, follow the arrows to the end of this platform stage.



LAND ON THE BALL

The last jump should be a short, tricky feat after the long jump just before. Ride the ball to the platform and prepare to fight Skip.



FUNHOUSE 2

Each jump must end up the next. The clowns should not be a priority. Conceals no crossing this gap.

START



TO CHINATOWN

CHINATOWN

This part of town is under Smiley's watch. The area is fraught with ninja assassins so be on your guard. Watch out for runaway rockets and time-bombs as well as mortar shells launched from the ground.

CHINATOWN 1

Your main weapon is the throwing star. Avoid battles with ninjas by slowing them to jump off the screen.



TIME-UP CLOCK

Watch your time allotment for this level. If you take too long, Darkman's quest will end abruptly.



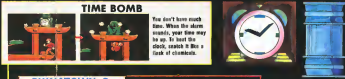
SPIKES

The slightest touch from these spikes takes a good amount of energy. Memorize their positions and time your jump to avoid contact.



TIME BOMB

You don't have much time. When the alarm sounds, your time may be up. To beat the clock, watch the tank of chemicals.



CHINATOWN 2

Again, avoid ninja attacks and watch for time bombs as you travel across this stage.



STAR CACHE

These will surely help you win your duel with Smiley. Gather them all and watch out for hidden dangers on this treasure hunt.



SMILEY

Smiley is one tough character. Your best bet is to use your stars to wear him down. Then pounce! Mix with a variety of kicks until he calls it quits.



CHINATOWN 3

Collect all the throwing stars in this level. You'll need every one when you meet the real Smiley on the last platform.



SNEAK ATTACK

Watch out for ninja hiding in building windows. Don't get caught in a crossfire. Avoid any stars thrown by leaping out of boss's way.



MOVING PLATFORMS

With both platforms moving at different speeds, wait for your platform to be above the next before making your jump.



THE GIRDERS 2

Avoid the pin-driver at the beginning of the stage and elude enemies by using the overhead girders.



IT'S THE BOSS!

THE GIRDERS

With Durant's goons out of the way, you're left with only Durant, himself. Scale to the top of this unfinished building where you can have your ultimate revenge against the leader of the mob.



TO 2



THE GIRDERS 1

These platforms need fuel to keep running. With no arrows to help you, choose the correct path by knowing where the fuel cans are.

ELEVATOR FAILURE

There is no secret here. Choose the path that has fuel to keep your elevator continuing on its journey. If your choice is wrong, the platform drops to a halt.



DOODGE THE PELLETS

These consume fire pellets at regular intervals. Wait for the right moment to slide anything launched from below.

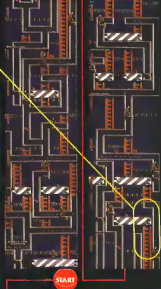


A TRIO OF JUMPS

At the slightest touch, these platforms hit the bricks. Jump quickly from platform to platform to avoid disaster.



TO 4



THE GIRDERS 3

Prepare yourself for the last stage by recovering your energy with the chemicals found on this elevator stage.

THE GIRDERS 4

It's the final showdown between you and Durant. To emerge victorious, you must attack quickly and fiercely.

START

STAR WARS™



**COMING SOON
TO YOUR NES FROM JVC**

Produced by Lucasfilm Games

Starring:

Luke Skywalker · Princess Leia · Han Solo

**NINTENDO
POWER**

STAR WARS™



**COMING SOON
TO YOUR NES FROM JVC**

Produced by Lucasfilm Games

Starring:

Luke Skywalker • Princess Leia • Han Solo

**NINTENDO
POWER**

SPECIAL FEATURE

GAME BOY™

Dr. Wily seeks his revenge,
the second Final Fantasy
Legend adventure begins and
Cole Trickle hits the tracks.



MEGA
MAN



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MEGA MAN

DR. WILY'S REVENGE

DR. Wily's got to hand it to Dr. Wily. He's one mad scientist who just won't throw in the towel. After three NES clashes with Capcom's super 'bot, Mega Man, and three humiliating defeats, this mechanical mastermind has picked up the pieces and launched a new power-packed attack. The first Game Boy battle between the blue bomber and the evil doctor is every bit as challenging as their NES bouts. It includes enough classic Mega Man enemies and new surprises, like the sinister Space Node, to keep both Mega Man fans and newcomers on the edge of their seats.



THE BATTLE BEGINS WITH FAMILIAR FACES

Dr. Wily has reconstructed a total of eight of his most incredible Robot Masters in this attempt to crush his mechanical nemesis. You'll meet a quartet of originals in the opening stages. All four of these merciless maniacs first appeared in the original Mega

Man adventure. When you defeat them, they'll give up their powerful weapons. You can choose to conquer these creations in any order, but we recommend the plan described in this review.

Cut Man Stage

This vicious blade slinger should be your fourth conquest. When you defeat him, you'll earn his super strong Rolling Cutter.



Ice Man Stage

The cold creep, Ice Man, is equipped with the freezing Ice Slasher. Go after him after Elec Man and thaw out his sinister plans.



Elec Man Stage

Elec Man's Elec Beam is so powerful that you should fight this sinister shocker first and steal it away for use in the other stages.



Fire Man Stage

The hot-headed hooligan that heads this stage should be third on your list. A victory will net you his Fire Storm.



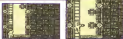
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ELEC MAN Stage

It's good that Mega Man doesn't have a fear of heights. The stage leading up to his run-in with the master of electricity is mostly vertical. The climb begins at the bottom of an underground electrical center and continues up into the sky. And it's packed with plenty of Willy's creations that aim to knock Mega Man from his precarious perch.

CLIMB CAUTIOUSLY

There's no time limit in this climb. Take it easy and watch the enemies above you. Get close and wait for them to clear out of your path. Then make your move.



BLOCK HOP

The blocks appear one at a time. Jump onto the first three. Then, time out the fourth block and jump straight up just before it materializes.



DON'T GET BLASTED

The foe in this section sends out a very strong and direct blast of electricity. Jump up out of its range and you won't be affected by its power.



FAN FIGHT

Jump onto the blocks as they appear and run against the wind of the fan when you're forced to stay in one place.



LOOK, THEN LEAP

This stage is packed with blocks that appear, then disappear in a set pattern. Take a look at the timing of their appearances, then work out a strategy to clear the area.



ELEC MAN

Upping Elec Man

The manic Elec Man moves very quickly throughout his chamber. Stay near the center and let him jump over you. Then, when you've got a clear shot, let him have a blast from the Arm Cannon.



CATCH A RIDE

Knock those Lighting Lords off their Starling Charists with a few shots from your Arm Cannon, then hop on and dash to the other side.



START

ICE MAN Stage

Ice Man's domain is very slippery. Normally, Mega Man can stop on a dime. Here, he'd have a hard time stopping on a million bucks lined up end to end. Watch your step and try to heat up the king of cold with a patented Air Cannon Attack.

START

CUT DOWN THE COPTERS

The helicopter enemies that fly through several stages of this chiller are more dangerous than they might seem at first glance. If you don't knock them out at the sky right away, they'll work in very close and cause a lot of damage. You can take them down in this area by jumping and bringing a quick and powerful rate.



ICICLE HOPPING

There are four icicles that drop on the left side of this spin-flound channel. Jump onto each icicle just as it lands. Then take a flying leap from the fourth icicle to the platform on the right side.



ICY ANTICS

Avoid contact with the sharp sides of the icicles that drop from the ceiling and jump from atop the one right of the ladder.



MELT DOWN

Stand on the top brick here and let it flow as that you can collect the special Power-Up. Don't miss!



FIRE MAN Stage

Flame on! Fire Man's hot haven is riddled with feverish fiends. You'll find Ice Man's Ice Slesher to be especially useful while you're attempting to cool down the inhabitants. Watch your step near the pools of lava and keep charging to the end for your fight with the furious leader.

START

ENEMY AMBUSH

Several different kinds of creatures attack at once in this area. Be careful and try to avoid all contact with Dr. Wily's minions.



FREEZE THE FLAME

Fire blasts out of the left side of this platform. Hit it with a shot from the Ice Slesher before the flame comes out, then jump onto the platform while the mechanism is frozen.



LEAP, LAND AND FIRE

The shield-carrying Knight is easy vulnerable when he's shooting. Jump from his shots, then let him have it.



BOOMERANG BLOWOUT

Elect the Boomerang-professing Madhouse with the Fire Beam before you get close enough to get whacked.



Liquify Ice Man

Ice Man throws icicles at three heights. Jump over the low one, stay under the high one, then run and jump over the one in the middle as you continually fire off the Arm Cannon.



ICE MAN



ZAP!

Shoot the Boomerang producer with an Ice Beam blast.



FREEZE AND FIRE

Flarepots throw out small but powerful flames. Freeze the mechanisms with an Ice Slesher blast. Then, switch to the Arm Cannon and blast them off with a barrage of mega power. Five or six rapid-fire shots should do the trick.



COOL IT!

Put a lid on the flames that burst forth on the platform by sailing out the Ice Slesher. Then leap over the temporarily frozen fire.



Fire Man Chills Out

Make sure that you have power to the Ice Slesher before you meet the hot-headed leader of this stage. Ice Man's cool weapon is so powerful that you'll be able

to use it to quiet Fire Man without even worrying about making evasive maneuvers.



FIRE MAN

CUT MAN Stage

You'll come across plenty of sharp implements as you attempt to clear Cut Man's quarters. Be sure that you know where every mechaoid appears and make the proper preparations to blast them or get out of the way.

START

BUZZSAW

As soon as you see the Buzzsaw Blade, jump over the repeatedly and you'll knock it out before it rolls.



TAKE 'EM OUT

Wait until you're directly under the top Turret base, then blast all the turrets with the three-way Fling Fire Beam.



GRAB THE 1-UP

Make your way to the very edge of the conveyor. Then take a long leap to the left and collect the 1-Up.



STEP ON IT!

The best way to tackle this small outline is to move as quickly as possible while avoiding enemy contact.

CUT BLADE CHAOS

Approach the intouchable Cut Blades with caution and try to avoid contact as they fly in their circular path.



JUMP LAND AND FIRE

Once you've made your way past the Cut Blades in this section, you'll have to take care of two Buzzsaw Blades. Jump over the first one, then pelt the second one with Aim Cannon shots.



ELEC POWER

With a few well-placed Elec Beam shots, you'll be able to take out the Turrets and Buzzsaw Blade in this area.



SPRING FREEZE

All the spring load of mechaoid with the Ice Slicer is still here. Then run under before it thaws.



Put The Heat On Cut Man

The Fire Storm is your weapon of choice while taking on the sharp attack of Cut Man. After just a few fiery blasts, there'll be nothing left but ashes and you'll collect the Rolling Cutter.



CUT MAN

DR. WILY'S LAB

Once you take care of the first four Robot Masters, you'll find four more in Dr. Wily's revamped Skull Castle.



Scare Wily out of his Skull and you'll meet him at the new high-tech Space Node, home to a horde of sinister mechaoid!

START

GET THE 1-UP

You're now equipped with a floating platform device. Use it to jump to this high perch and collect the 1-Up.



DESTROY THE DRILLS

All the Drills and you'll earn a bounty of powerful Power-Ups.



FLY LEFT!

Just as you pass the Power-Up, you'll fall down this long shaft. You'll have to work to the left very quickly and avoid being pierced by the spikes. Once the slightest touch to the spiked end of the spikes is deadly.



PICK UP POWER-UPS

Wait for the shock to temporarily disappear and drop down to collect the Power-Up capsules.



PLATFORM POWER

Use the floating platforms to get to the left side of this gap or you'll lose on the spikes.



Quick Man

The swift-moving Quick Man is vulnerable to Bubble Man's Bubble Lead. Hit him with magic and you'll gain control of the Quick Freeze traps.

Flash Man

Knock the Flash out of Flash Man with Fire Man's Atomic Fire. With a victory, you'll net the Vase Squeezer.

Bubble Man

Once you zap Bubble Man, you'll earn his strange and powerful Bubble Lead. Try to fly him with the Elec Beam.

Fire Man

Attain Fire will be yours once you whip Fire Man. Freeze his attack with a quick Ice Slicer heaveho.

The Fight Goes On!



FINAL FANTASY LEGEND II

The Final Fantasy Legend continues with a dangerous journey for a new band of fearless warriors. This epic sequel is even longer and more involving than Square Soft's original Game Boy RPG. You'll find tons of worlds to explore and countless villains to conquer.



The 77 mystic Magi are pieces of a statue that is said to have magical powers. Your father left home years ago to find the Magi. Now that you have grown, you have decided to seek out your father. The road ahead holds many mysteries. You must choose the members of your party wisely and listen carefully to clues from the people that you meet along the way.

WHAT'S NEW IN F.F.L. II?

Not only is the second installment of the series longer than the original, but it also includes features that will make playing more enjoyable for both RPG

enthusiasts and beginners. There's less emphasis on character building and more of a focus on mystery solving and exploration.

Combat Rules

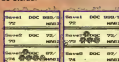
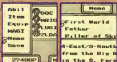
When a member of your party has been defeated, they'll only be stunned for the duration of the battle. Once the fight is over, your downed party members will be revived. If your whole party goes down, the great leader Odin, will give you another chance.

Memo Feature

There's no need to write down important clues from the villagers. When you're solving a mystery, just access the Memo Feature and select the topic of your inquiry so that you can reread the useful information pertaining to that subject. It's all stored in memory.

Three Parties

It requires many hours of play to take one party through the game. Since the Game Pak is equipped with a battery, though, you can save your progress and complete the journey in several playing sessions. The three saving positions allow for three different parties to be stored.



The Battle Begins...

Once you set off on your journey there's no turning back. Choose the members of your party wisely and stock up on useful items

before you get too far from home. It pays to talk to all of the townspeople and gather clues for the long journey ahead.

Recruit Fighters

There are eight types of characters to choose from. Humans gain HP points quickly and Mages can accumulate magic. Characters from these two groups should form the core of your party.

1	Human	M
2	Human	F
3	Mutant	M
4	Mutant	F
5	Robot	
6	Slime	
7	Baby-D	
8	Kop	

Equip Yourself

Since enemies usually hit your party leader first, you should make sure that your character is equipped with the strongest armor and the best shield.

Buy	
Sell	
Exit	20000000
Wronza	M 5000
Wronza	M 5000
Shield	M 500000

Seek Assistance

Make sure that you talk to every character in every town. In a few crucial situations, you'll find strong characters to join your party and give you much needed assistance.

Buy	
Sell	
Exit	20000000
Dissolve	14
Fire	15
Cure	14
Heal	15
Heal	15

Take Medicine

It helps to stock up on Potions and Cures before you explore dangerous areas. You should also take advantage of the Mutant's abilities to heal wounds and restore HP points.

Buy	
Sell	
Exit	20000000
Potion	M 5000
Cure	M 5000
Cure	M 5000

A long time has passed since your father left home. Now that you're old enough to fend for yourself, you've decided to seek him out and discover the mysteries behind his disappearance. The journey begins at home.

1 Hometown

There are many challenging battles ahead. Form a strong party and get as much help from the townspeople as you can. One of them will offer a Potion and Mr. S., your teacher, will accompany you through the first cave. Use Mr. S.' strong abilities to defeat the enemies in the cave.

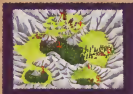


You'll receive a Potion in one of the houses.



2 The First World Six Magi

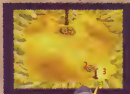
After you get through the cave, make your way to the Shrine of Isis. There, Ki, the healer, will clue you in on the location of the Magi.



- 1 Mr. S helps you through the first cave and then leaves you to explore the rest of the world.
- 2 You'll meet Ki in the Shrine of Isis. She'll clue you in on the location of the six magi.
- 3 Some of the Magi have been hidden in the rocks. Be other than before the evil Ashura one last you to it.
- 4 Ashura's Base is full of villains and henchmen. Be prepared before you go there.
- 5 The journey begins to your hometown. Collect clues and a valuable Potion before you leave.
- 6 There are important clues and items in the second town. Collect them and continue.
- 7 The Pillar of Ice City is the gateway to the other worlds. You'll gain access to it by collecting the Magi.

3 Ashura's World Seven Magi

Ashura is attempting to collect the Magi for his own sinister purposes. Track him down in his tower and put an end to his evil reign.



- 1 In the desert town, you'll get a clue regarding the whereabouts of Ashura's Tower.
- 2 Ashura's Tower is next to his town. Stock up on Potions.
- 3 A mysterious washed man is locked in Ashura's Tower. Save him and he'll join your party.



4 Giant's World Three Magi

The Giant's World is where the Adventurer's Log, which comes with the game, leaves you to explore on your own. Use the maps and strategies on the following pages for assistance. The inhabitants of this world were once huge creatures until they created a reducing device called the Micon. If you can find the Micon, you'll be able to return to the First World, shrink to microscopic size and defeat the soldiers of Ashura that have invaded KI's body. This valuable device, and some Magi, are hidden in the Giant's deserted town.

Make sure that you go through the back entrance to the shop so that you can learn special clues about the Giant's town. A character in the town named Johnny will also give you in on the whereabouts of a secret door.



The steps in the Giant's Town are too big to climb. The inhabitants of the Little Town will tell you about a weak spot in the lowest step, though, that will give way and allow you access to the top.

Once you have collected the Magi of the Giant's Town, you will be able to enter this building. If you're able to Johnny, he'll tell you that you can climb on the balcony in the upper-right corner of this building and get to the top of the platform. There, you will discover the Micon.

Walk through the small entrance to this building and you'll find two powerful Magi. Once you have them, you'll be able to enter the building to the north and get to the Micon. Ask your help. Collect the Micon and hurry back to the Shrine of Life so that you can defeat Ashura's soldiers.



1 The people of the Little Town may be former giants, though they will not bother to bring us. Explore the town and search for clues regarding the Micon.

2 The Giant's Town is very large and infested with strong enemies. If you're looking to conquer, you should have no problems in finding the Micon and the Magi.

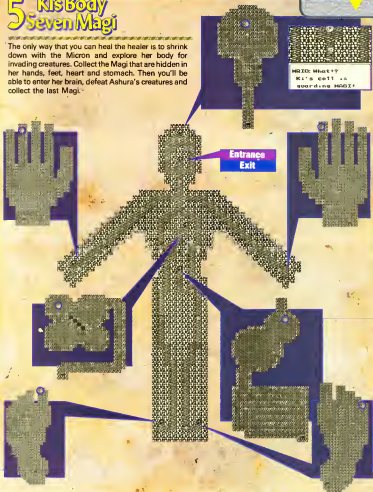
Little Town

The inhabitants of this town may be former giants. The shop in the town sells the armor and guardlets that were once worn by the giants and have now been shrunk to a more reasonable size.



5 Ki's Body Seven Magi

The only way that you can heal the healer is to shrink down with the Micron and explore her body for invading creatures. Collect the Magi that are hidden in her hands, feet, heart and stomach. Then you'll be able to enter her brain, defeat Ashura's creatures and collect the last Magi.



6 Apollo's World 10 Magi

Apollo resides in a great palace near the pillar. Go to him and he will give you a riddle that will help you find the Magi that are scattered throughout his world. Apollo claims that he is not interested in the Magi. You'll find out later that he is lying.

6A The Cave of Dumatis

The first part of Apollo's riddle tells you to go where the wind blows underground. The machine, Dumatis, is said to create wind. Enter the cave through the northern entrance and explore.



The northern entrance leads to the depths of the cave.

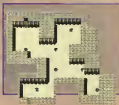


- 1 Apollo will greet you at his palace and give you a riddle about the hidden Magi.
- 2 You'll find out that a girl from the mountain town is lost in the cave.
- 3 Enter the cave of Dumatis and search for the lost girl of the mountain town.
- 4 The people of the sea town will tell you how to enter the water.
- 5 Neptune's cave is a volcano where, as the riddle says, flames burn underwater.
- 6 Once you have collected the True Eye from Neptune's cave, you'll be able to enter the cave of brightness.

Entrance
First Level



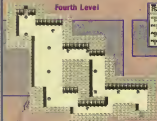
Second Level



Third Level



Fourth Level



Fifth Level



7 Guardian Base Four Magi

The Guardian base is hidden below a town. You'll find out in the pub that the only way to get into the base is by playing the right tune on the jukebox. The guardians are herots. Choose an appropriate tune.



There are many places to explore in the town above the Guardian base and in the base itself. Before you go into the base, make sure that you buy weapons and items from the two stores.

8 Monster World Two Magi

Once you get into the Guardian base, Monsters will attack and kidnap Lynn, the girl that you saved in the Cave of Dunatis. Follow the monsters to their land and fight them for their stolen Magi.



The monsters have taken Lynn to their world. Go there via the Pillar of the Sky and track down the monsters. If you are strong, you will be able to defeat the monsters.

9 Venus' World 17 Magi

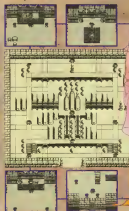
The goddess Venus allows only beautiful things in her city. Everything else has been cast away. Solve a mystery in her world and you will earn many mystical Magi.



- 1 You'll find that Venus' city has many beautiful items.
- 2 Explore the sewers to uncover the mysteries of the city.
- 3 The citizens of Venus' city live in their own towers. There, you will find a man who is engaged to a woman from Venus' city.
- 4 The Selenic Zone is a strange, earthquake ridden section of the world.

9A Venus' City

Talk to the citizens, buy items in the stores and uncover the secrets of this strange and beautiful metropolis.



10 Dragon World Four Magi

The people of this world are very big fans of dragon racing. Join in on the races and you will find the Magi on the dragon racing track.



The Dragon World consists of the city and the track where the people race dragons.



Race a fast dragon and it will be easier to collect the Magi which have been scattered along the track.

11 Shogun's World Four Magi

You'll have to play detective and uncover a benane smuggling ring in this world. The Shogun is a very strong opponent.



The huge world of the Shogun includes the Shogun's castle, two cities, a seaport and a courthouse.



Oh, almost the cut scene this next

The benane smuggling suspect is often in the middle of this path. Wait until he's gone, then move on.

12 Dungeon World One Magi

Unless you want to pick up the other valuable items that are hidden in the dungeon, you can just take the Magi and run.



The dungeon is large and packed with very tough monsters. Don't enter unless you're ready for a fight.



The Magi is near the entrance of the dungeon. If you don't want to investigate the rest of the dungeon, you can just take it and leave.

13 Odins World Eight Magi

If your party has been defeated before, you'll be acquainted with the powerful Odin. Now he wants to battle. Defeat him and you'll earn his Magi.



Odin's palace in Yafolla is on a series of clouds that are connected by bridges.



Now that you are strong, Odin intends to put you in your place. Fight him for control of the Magi!

14 Final World Two Magi

Apollo is waiting for you to collect all of the Magi so that he can steal them away from you and use them for his own evil plans. Watch out!



You can buy some very strong items in the town that will come in handy while you're tackling the dungeon.

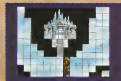


Received Halberd

Make sure that you pick up strong weapons. Halo Swords, Missiles and Vulcan Cannons are the best.

15 Celestial Temple And Center of The World

Now that Apollo has the Magi, you must fight him, get the Magi back, and destroy them in the center of the world before they fall into the wrong hands again.



Your journey to the center of the world will be very dangerous and full of surprises. Be careful.



Teach Apollo a lesson and take away the Magi before he can use them to increase his evil power.

DAYS OF Thunder™

TM & © 1995 Paramount Pictures Corporation
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Software LTD. All rights reserved.



Rookie Stock Car Driver Cole Trickle, as portrayed in the hit movie, has a natural talent for driving stock cars around a racetrack. He is cocky and confident, declaring, "You build me a car and I'll win Daytona next year." Slip on Cole's racing suit and compete at Daytona Beach as well as four other racetracks. Use the Four-Player Adapter to race up to 40 laps against three friends.

Five Grueling Racetracks



DAYTONA

Wanted: Good Pit Crew

To take the checkered flag in longer races, Cole needs a skilled pit crew to replace worn tires, repair his engine, and refuel his car.



Hit the pit to replace worn tires with a fresh set.

Cole's Ultimate Challenge!

Daytona International Speedway is the longest of the five tracks, measuring 2½ miles around. Laid out in a "dog-leg oval," Daytona challenges racers with its tightly banked curves.

TIGHT TURNS

Daytona's tight curves are banked steeply to allow racers to maintain speed.



Scoosh lightly through the tunnel.



TEAR UP THE STRAIGHTAWAYS!

Use the straightaways to zip past other cars and improve your position.



Helpful Hints For A Winning Run!

1 IN-OUT-IN

To quickly shoot the turns, start in the outside lane of the track going into the turn, cut to the inside lane during the turn, and drift back to the outer lane as the track straightens.



The shortest distance is always a straight line!



2 SLIPSTREAMING

It takes a lot of power to cut through the wind at high speeds. Slipstreaming means tucking in right behind a rival car so that it cuts through the wind for both of you. You'll use his horsepower and conserve your own!

3 WATCH YOUR REAR

Keep an eye on your rear-view mirror to spot challengers for your position.



Someone moving up on you? Stay in front and block him!

4 HIT THE PITS

Check your tire gauges frequently to see how your tires are holding up. Head into the Pit if they're worn out!



4 PLAYERS!

For a really exciting race, grab a few friends and the 4 Player Adapter to see who can leave whom in the dust as you each squeal away in a race to try and win at Daytona!

DAYTONA
Thunder

ONE DAY PLAYERS 1



PHOENIX

1 mile • dog leg oval

Phoenix International Raceway looks similar to Daytona, but is much shorter.



ATLANTA

1.512 miles • oval

Atlanta International Raceway is a fun little track—two turns, two straightaways, and only 1.512 miles from start to finish!



MICHIGAN

2 miles • oval

Also an oval track, Michigan Speedway's turns are longer and more sweeping than Atlanta's.



Keep to the middle lane and guard your position.

MIAMI



1.387 miles • dog leg oval

Miami International Raceway is the shortest track of the five.



Miami's track is narrow.

NOW PLAYING

GAME BOY TOP 10

Title	Company	Play Info	Power Rating				Game Type
			G	P	C	T	
Bill & Ted's Excellent Game Boy Adventures	LJN Toys	GL	2.7	3.3	2.7	2.8	Action Puzzle
Bill Elliot's NASCAR Foot Truck	Kanami	GL	3.0	3.1	3.3	3.3	Racing
Crystal Quest	Data East	1P	2.6	2.9	2.7	2.4	Adventure
Days Of Thunder	Mindscape	GL-4	2.2	2.4	2.4	2.7	Racing
Fastest Lap	NTV	GL	3.1	3.1	3.0	3.2	Racing
Final Fantasy Legend II	Square	1P/Pass	3.9	3.6	4.0	4.3	Role Playing
Klax	Mindscape	1P	2.6	3.8	3.0	3.2	Action Puzzle
Mega Man in Dr. Wily's Revenge	Capcom	1P/Pass	3.8	4.1	4.0	4.3	Adventure
Mr. Dal	Ocean	GL	3.6	3.6	3.1	3.0	Action Puzzle
The Punisher	LJN Toys	1P	3.3	3.6	2.7	2.7	Game Fighting Action

Super Mario Land



With the release of Super Mario World for the Super NES, Mario will probably be #1 on all three systems. What a hot trick!

TMNT: Fall of The Foot Clan



The heroes in a half shell battle back from #3 and settle into #2 in the Top 10. Can they challenge Mario for #1 next month?

Final Fantasy Legend



This long and intense RPG is #5 with our Pros. You can read about the sequel, Final Fantasy Legend II, in this issue.

Game Boy Chart Key:

- 1P**—One Player
- GL**—Game Link—Two Players
- GL-4**—Game Link—Four Players
- Pass**—Password
- Bass**—Battery

- G**—Graphics and Sound
- P**—Play Control
- C**—Challenge
- T**—Theme and Fun

Game are evaluated with ratings from 1 (poor) to 5 (excellent).

COMING SOON

Castlevania II—Belmont's Revenge from Konami features a four castle stage select and plenty of new traps and monsters for Simon to negotiate. It should be out in October, just in time for Halloween.



Castlevania II—Belmont's Revenge

We're also expecting a sequel to teenage mutant Ninja turtles—Fall of the Foot Clan from Ultra. There's no telling who the

Turtles will be after this time. Watch for a November or December release. Another group of green fighters, the Battletoads, are expected to make their Game Boy debut later this year. The Game Boy version of Tecmo Bowl should be out next month. Fans of the NES version should be pleased. This direct translation even uses the same passwords!



Tecmo Bowl

- 4 Dr. Mario
- 5 Tetris
- 6 F-1 Race
- 7 Operation C
- 8 Castlevania: The Adventure
- 9 Mega Man In Dr. Wily's Revenge
- 10 Batman

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

GAME BOY ultimate Design Contest!



Did you ever wish that your Game Boy wasn't the same Game Boy that everyone else has? Maybe you thought it would look rad in red or fantastic with fins. If you think you have a classic conversion idea for a Game Boy, then this is the contest for you.

Create Your Own Custom Game Boy Design

Sharpen your pencils and wet your brushes, then use your imagination and a photocopy of the template on the facing page to make your wildest Game Boy designs come to life. (Don't use your actual Game Boy, since you might damage it during the conversion.) You can draw, paint, color or paste your most radical and artistic ideas onto the template. Don't hold back, and don't worry if your design isn't

practical; we want to see your best stuff. You can win one of the hot custom Game Boys pictured below or have your own design actually come to life on a Game Boy that will be featured in a future issue of Nintendo Power. So, if you ever wanted a Game Boy with metallic wings, dragon tails, or just a slick racing stripe, now is your chance.



3 Grand Prizes

Three talented designers will have their classic concepts chosen by our panel of

Power Judges. Each winning entry will be converted into a custom Game Boy system for the winner, and each winning system and designer will be featured in Nintendo Power.

3 Runners Up

The three Game Boy designers judged to be runners-up in the contest will receive one of the custom

Game Boy systems pictured on the facing page.

Official Contest Rules

All entries for the Game Boy Ultimate Design Contest must include the name, address and phone number of the designer. The winners will be selected on or about September 15, 1991 by the Nintendo Power staff. Three grand prize winners will each receive a Game Boy customized with their winning designs, and the customized Game Boys will appear in a future issue of Nintendo Power. Three runners-up will receive three customized Game Boys as pictured in Nintendo Power. All prizes will be awarded. There will be no substitutions. By acceptance of their prizes, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. All designs entered in the Game Boy Ultimate Design Contest become the property of Nintendo of America Inc. and cannot be returned. The contest is not open to employees of Nintendo of America Inc., their affiliates, agencies or immediate families.

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations. No purchase is required to enter the contest.

Send your template design to the address below. Do not send your Game Boy.

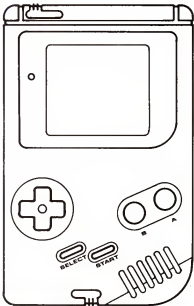
Game Boy Ultimate Design Contest
P.O. Box 97062
Redmond, WA 98073-9762

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone # (_____) _____



SUPER NES PREVIEW

THE NEXT GENERATION IS COMING . . .

SUPER NINTENDO ENTERTAINMENT SYSTEM

A host of hot games is lined up and waiting, even before the Super NES arrives in the U.S. Several titles will be released as soon as the system becomes available, and many more will be released shortly after. This month, we're giving you a quick look at just what the Super NES is capable of in previews of three sure hits. You'll be amazed!

THIS MONTH'S LINEUP

SUPER MARIO WORLD
GRADIUS III
ACTRAISER



SUPER MARIO WORLD

THE SUPER NES STRUTS ITS STUFF, BEGINNING WITH THE HUGE WORLD OF SUPER MARIO



THE SUPER MARIO SERIES

JUST KEEPS GETTING BIGGER AND BETTER

When Mario and Luigi first appeared in the original Super Mario Bros. back in 1985, they were an instant hit. Over the years their popularity has continued to grow in subsequent hits, SMB 2 and 3. Players can't get enough of the feisty pair of plumbers! The duo continues to break new ground in the latest Mario adventure, Super Mario World.



SUPER MARIO BROS.



Included with the NES when it was first released, Super Mario Bros. was the pair's first search for the Princess.



SUPER MARIO BROS. 2



Getting Wierd, Mario and Luigi are joined by Toad and the Princess in Sub-Cos, the dream-like world of Super Mario Bros. 2.



SUPER MARIO BROS. 3



In the third game of the series, Mario dons different identities to fly, swim, hammer and sizzle. He has more moves than ever before.



The Super NES Makes Super Mario World Super Duper!

GHOST HOUSE GHOULS COME TO LIFE IN 3-D!

When you enter the haunted houses and hear their doors clang shut, you're in for a fright.



With Super NES technology, lots of animating characters can be on the screen at once without causing it to crash. The Ghost Houses are great examples of the result of this advancement. Lots of mid-ghosts will show in the darkness, and they're all eager to end your journey. You may think that they're invisible, but you haven't seen the worst yet!

IT'S A BIRD... IT'S A PLANE... IT'S SUPER MARIO!

Mario becomes a caped wonder when he latches on to floating feathers. He may not be faster than a speeding bullet, but he sure can fly!



When Mario picks up a feather, he drops feathers that give him the cap. However, he can jump higher and stay airborne longer than before, which really comes in handy when he enters areas where there have coins that are out of regular Mario's reach. As he drifts down, super play control lets you maneuver him to the best landing spot.

MEET MARIO'S NEW PAL, YOSHI

The programmers of Super Mario World have hatched a new friend for Mario, and he's the hungriest little dino you've ever seen! Luckily for Mario, he has a fondness for enemies.



When the red hatches, jump aboard and give your dog a rest.



MARIO GOES FROM SKY TO SEA AND BEYOND

There are so many different stages in Super Mario World, above ground and below, that you'll never know what to expect next. The save feature makes it possible for players of all abilities to complete the game.



Swy platforms twice back and forth. By timing your jumps accurately, you can see them as moving stones in solid ground.



Mario gets in the zone of things in underwater stages filled with hazardous fish. Take a ride on the dolphin.

REVOLVING PANELS HAVE MARIO SPINNING HIS WHEELS

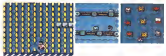
By using multiple frames that result in an animated effect, programmers have created amazing dimensional graphics, such as the fence and cloud scenes.



Mario can turn the tables on the fence-climbing turtles by using the revolving floors. In front of the Ghost House, orange clouds are all around him.

SECRET SCENES LIKE YOU'VE NEVER SEEN

Special stages that are bonus bonanzas let you bank coins, flowers, and 1-Ups. When you find the right pipes, it's worth your time to take a detour. Hidden in some secret spots, you can also find dino eggs and floating feathers.



ALL BOSSES HAVE THEIR OWN PERSONALITIES—FIGURE OUT WHAT MAKES THEM TICK

The game has loads of new foes, many of them friendlier looking than those you encounter in other Super Mario games. But then, looks can be deceiving. Because of the particular programming for each enemy, you'll find that battling each takes a unique technique.



As the platform lifts, time your jumps to miss this mad-as-a-hatter and stay alert!

Too hot! Hop on his head.



Hi ho, Yoko, and away we go! There's a huge world out there to conquer, and we've got the dust to do it!



SUPER NES PREVIEW

THE NEXT GENERATION OF GAMING



GRADIUS III

© KONAMI 1990

The Classic Space Action Game Like You've Never Seen Before

KONAMI
4 DIGITS
SHOOTING

The Legend Of Gradius

Almost as soon as Gradius appeared in the video arcades, it became a megahit, capturing a king's ransom of quarters and spawning countless imitations. Versions of the classic space shoot 'em up moved on to the NES, Game Boy, and now to the expanding world of the Super NES.

GRADIUS



The concept of upgrading your ship was begun in Gradius.

LIFE FORCE



Two-player simultaneous action was introduced with a new hi-world.

GRADIUS III



Gradius III takes advantage of what the Super NES has to offer.

Launch Sequence

Even before you strap yourself in for a battle between the stars, Gradius III is out to blow your mind with an animated sequence of your Vic Viper spacecraft launching from the bay of a mothership. Classy touches like this are found throughout the game.



Customize Your Viper

One of the hottest game enhancements is the chance to customize your fighter with weapons, shields, options and more. Choose a weapons set or pick items individually. You can even assign missiles and lasers to be fired by whichever controller button you want!



Edit Mode

As pilot of your fighter, you get to arm yourself to the teeth before heading into the jaws of death. Choose one of each of four different types of missiles, cannon, lasers, options, shields and special weapons.

Custom Power

There are many more combat systems available.



A New Dimension Of Action

Stage 1: The Desert

Your first mission takes you from the edge of space to a desert rippling with enemies. Giant sand dragons attack along with battalions of alien fighters and immobile bases.



Seed dragons, swarms of ships and enemy bases are all bound up to take a shot at you. It'll be a snap if you choose the Easy level, not so easy on Normal or Hard.



Goliath

A giant ant head with pincer jaws snaps and fires the Viper shot, who makes it this far.

Stage 2: Bubble World



Bubble-Eye

This amoeba-like mass of protoplasmic slime shoots vertically damaging bubbles.

The trouble with bubbles is that once you shoot one, it becomes four smaller bubbles. And bubbles aren't the only problem. Alien ships will be trying to burst your bubble at the same time.



The bubbles keep coming, and when you shoot one, you only make more.

This enemy downs Optons, which cuts down your fire power dramatically.

Some of the bubbles have trouble-averse allies who are biting a ride, until you release them.

Stage 3: Volcano

It's an Earth-like paradise with terraces and canyons, but the alien forces are amassed and waiting. Volcanos, similar to the first stage of the original Gradius, erupt with molten rocks.



Molting platforms appear suddenly, bristling with enemies.

Steady means nothing to volcanos. They'll shoot up or down.

Slurp through the mud, but watch out for boulders and enemies.



Big Core

A wide range of laser patterns will keep you dodging when you meet this ship.

Stage 4: Moai

The mysterious statues first encountered on Easter Island return from the original Gradius, but now they are more powerful than ever, and they're looking to get even.



Everywhere you look are the big faces of the Moai—and each one is attacking you. The real Moai don't wait for you. If they're facing the wrong way, they turn around and shoot! And the columns of rotating faces see the real Moai to utterly destroyed.



Big Moai

Each of these monster mouths splits dangerous non-Moai. They need to learn some table manners from a master of space etiquette.

Stage 5: Prominence

Like the third stage of Lifeforce, solar flares and comets of intense flame are searing your ship. The brilliant graphics and dazzling action eclipse anything you've seen before.



Twin Gorgon

These mutant starlings are hot, but it's no time to relax. To figure out their secret, you'll have to put yourself in the loop.



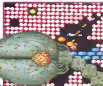
Feel the heat of flaming comets and solar flares.

Beyond Imagination



This is just a sneak peek at the beginning of Gradius III. There are ten super stages with stunning graphics, huge mutant enemies, challenges and surprises on every screen, and all with blazing stereo effects. Other stages include high speed scrolling that takes you right to the edge of control or oblivion, a stage of proto-cells reminiscent of Lifeforce and a parade of Boss characters, one after the other, all as tough as nails.

There are bonus areas, too, and much more, hidden away where only the Power Players will find them.



© 1991 ENIX-GUNTEI



ActRaiser™

Raise Your Sword And
Free A Mystical Land
From Evil Forces!

ENIX
4 MEGABITS
BATTERY
ADV.

An Epic Adventure Begins

This fall the creators of the Dragon Warrior series unveil an adventure so magnificent that only the Super NES could present it. An ancient land has been invaded by mythical monsters. It is your duty to descend upon the land, cast away

the creatures in action-packed style and teach the inhabitants to fend for themselves. Virtually every Super NES special effect is used to its fullest in this epic and the cinematic soundtrack will blow you away!



Bring life to a sword-wielding statue and restore peace to an ancient land.



The multiple background, scrolling, rotation and scaling effects made possible by the Super NES make Enix's ActRaiser an adventure of epic scale and magnitude.

Conquer And Rebuild

The six areas of the land have been seized by monster hordes. As the lord of the land, you must take on the creatures of each area in two Acts of side-scrolling action and promote population growth in overhead view creation scenes. Creation requires strategy and puzzle-solving abilities while the action scenes take quick reflexes and fighting skills. As you advance, you'll become stronger and learn magic.



Creation Mode

With the power to shape the land, you can direct the growth of the population in every area and teach the people to close the monster dens. Success earns you strength and magic.



Power

By advancing in experience, you will gain valuable hit points.

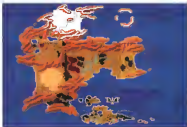
Action Mode

Before and after each Creation Mode, you will jump, swing and jab your way to greatness through the awesome action sequences. These scenes are the main focus of the game.



The Land Is Vast

Each of the six areas of the land have been invaded by two huge monsters and their minions. You must fight one of these creatures to make the areas inhabitable and another to permanently vanquish the enemies from the surroundings. Once you have saved the land, you'll encounter all of the monsters again in a final battle.



Lead The People To Freedom In The Creation Mode

Monsters and a harsh environment have left the land unpopulated. Some areas are cold and snowbound while others are overrun by marshes. Take care of the problems of the land and civilization will prosper.



1

2

3

4

Make the conditions of the land suitable and give the people direction so that they may grow and build.

Use Your Powers To Tame The Land

Lightning Earthquakes

Since you have power over the land, you can create miracles that will help the population grow. Lightning clears the land of rocks and trees, the power of the Sun creates heat and rain promotes vegetation.



Create miracles upon the land so that the population can expand.

Learn From The People Of The Land

When problems arise, the people will let you know how you can help them. When fire breaks out, they will tell you to bring rain. When marshes stop growing, they will tell you to bring heat.



Let the people show you in on their needs.

Earn Ancient Items And Magic Spells

As the people expand throughout the land, they'll offer items and spells to you for helping them populate the area. They'll also construct more advanced buildings and farms.



Help the people survive and they will prosper in kind.

Close The Monsters' Dens

The people of the land will learn to use tools early in their evolution. Lead them to the monsters' dens and they will develop the technology to seal them for good.



Strike Down The Monsters In The Action Mode

The Action Mode is what the game is all about. Drop down onto the land and use the abilities that you've learned to settle the score with the evil forces. The graphics are big and bold and the action is non-stop!

Fight Through Many Lands

Action scenes take place in many and varied locations. You'll encounter enemies and natural hazards wherever you go. The battle is long and the dangers are many.



Take on the evil creatures that have descended upon the land in the many action scenes.

Use Magic Wisely

In the Creation Mode, you will earn four different magic spells: Fire, Lightning, Aura and Stardust. You can only take one of these abilities to each action scene. Know which ones to choose and use them sparingly.



FIRE MAGIC

LIGHTNING MAGIC



AURA FORCE

Big Battles Await!

The action scenes are filled with monsters but none are bigger and more threatening than the creatures at the end of each section. Save your magic for battles with these awesome beasts.



Big Beasts!



Sword Swinging Action!



Powerful Weapons!

The Battle Rages On!

The fight has just begun. There are six enemy-infested areas to clear with 13 brilliant action scenes! Add to that an epic soundtrack and you've got a winner!



PLAYER'S POLL CONTEST

Grand Prize

BILL & TED'S TELEPHONE BOOTH



One lucky winner will have Bill & Ted's actual phone booth—with a WORKING telephone—installed at home!

PLUS:

The winner's phone bills will be paid by Nintendo Power for an ENTIRE YEAR!



Imagine having Bill & Ted's time-traveling telephone booth in your very own room—and having Nintendo Power foot the bills!

It's a most Excellent prize, Dudes!

Second Prize: 25
Winners

Bill & Ted's Excellent Video Game Adventure Game Paks



Bill & Ted's Excellent Adventure Video Tapes

With back and time travel with Bill & Ted in their video adventures, this pop your new Game Pak into your NES and control the awesome action yourself. Excellent!

Third Prize: 50
Winners

All-new Nintendo Power Jerseys



A new design to kick off our 4th year!

We decided that there would be no better way to move into our fourth year than by presenting an excellent new Nintendo Power Jersey!

Official Contest Rules (No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

**NINTENDO POWER
PLAYER'S POLL
P.O. BOX 97062**

Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than September 1, 1991. On or about September 15, 1991, winners will be randomly

drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after September 30, 1991, send your request to the address provided above.

GRAND PRIZE: The winner will have a telephone booth used in Bill & Ted's movies installed in his or her home. The winner will also receive a working telephone for the booth. Nintendo Power will provide a gift certificate in the amount of \$1200 for calls billed to that phone, which is the equivalent of \$100 per month for one year. This contest is not open to employees of Orion Pictures Corporation and Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law.

Player's Poll

Please answer the following questions on the postcard below, then enter our Player's Poll Contest by sending it in!

A. Did you take advantage of our Player's Guide Book series offer?

1. Yes 2. No

B. If so, did you like the NES Game Adax?

1. It was great. 2. It was just so-so. 3. I didn't like it.

C. What type of game coverage would you prefer to see in Nintendo Power?

1. Concentrate on covering NES games and have smaller sections for Game Boy and the Super NES
2. Cover NES and Game Boy games equally and have limited coverage of Super NES games.
3. Cover all three systems equally.
4. Concentrate on the best games, regardless of which systems they're for.

D. How interested are you in reading about systems you don't have?

1. I like reading about new games whether I have the system they're for or not.
2. I'm not very interested in reading about games for systems I do not have.
3. I feel cheated when lots of pages are devoted to games for a system I don't have.

E. How old are you? (Please circle your age group)

1. Under 6 3. 12-14 5. 18-24
2. 6-11 4. 15-17 6. 25 or older

F. Sex 1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. What three NES games would you most like to see reviewed in future issues of Nintendo Power?

H. What three NES games do you plan to purchase next?

I. Please indicate, in order of preference, your five favorite NES games.

J. Please indicate, in order of preference, your five favorite Game Boy games.

K. Please indicate, in order of preference, which three Game Boy games you most like to Game Link with.

Answers to the Player's Poll

Name _____ Tel. _____

Address _____

City _____ State _____ Zip _____

Membership No. _____ Age _____

Please indicate your answer by circling the number that corresponds to the survey above.

A. 1. 2. B. 1. 2. 3. C. 1. 2. 3. 4. D. 1. 2. 3. E. 1. 2. 3. 4. 5. 6 F. 1. 2.

G. Indicate Numbers 1-100 (NES list on the next page)

1. _____ 2. _____ 3. _____

H. Indicate Numbers 1-100 (NES list on the next page)

1. _____ 2. _____ 3. _____

I. Indicate Numbers 1-100 (NES list on the next page)

1. _____ 2. _____ 3. _____

4. _____ 5. _____

J. Indicate Numbers 1-50 (Game Boy list on the next page)

1. _____ 2. _____ 3. _____

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AUGUST ISSUE GAME LIST

NES GAMES

1. A Boy and His Blob
2. Adventures of Lolo II
3. American Gladiators
4. Baseball Kings of America's Choice
5. Bert's Tale
6. Bessie Loaded II
7. Bullman
8. Belle of Olympus
9. Betsy's Road
10. Bill Blazie's NASCAR Challenge
11. Bill S. Yell's Excellent Video Game Adventure
12. Bill France Age
13. Captain Planet
14. Caribbean 3—Simon's Quest
15. Castleblanca II—Oracle & Castle
16. Crusade
17. Demoman
18. Day Dreamer's Denary
19. Demolition of Dynastor City
20. Desi Va
21. Dick Tracy
22. Disney's Duck Tales
23. Disney's Rescue Rangers
24. Disney's Tarzan
25. Double Dragon II
26. Double Dragon III
27. Dragon Warrior
28. Dragon Warrior II
29. Dragon Warrior III
30. Dr. Mario
31. Final Fantasy
32. Gauntlet 2
33. G.I. Joe
34. Greenline 2
35. High Speed
36. The Immortal
37. The Hook
38. Hudson's Adventure Island II
39. Kefauver Quantum Fighter
40. Kick Master
41. The Legend of Zelda
42. Legends of the Diamond
43. Little League Baseball
44. The Little Mermaid
45. Little Nemo the Dream Master
46. The Lone Ranger
47. Magician
48. Maveric Marathon
49. Mega Man
50. Mega Man II
51. Mega Man III
52. Metamorphosis
53. Mission Impossible
54. Monopoly
55. NES Japan Tournament Golf
56. NFL Play Action Football
57. Ninja Gaiden
58. Ninja Gaiden II
59. Nintendo World Cup
60. Robynski & Anderson 2
61. Over Horizon

62. Phobos
63. Princess Yarnette in the Salsal Kingdom
64. Power Blade
65. Robin Hood Prince of Thieves
66. RoboCop 2
67. The RoboBuster
68. Rookin' Kats
69. S.C.A.T.
70. The Simpsons: Bart vs. the Space Mutants
71. Skate or Die II
72. Smash TV
73. Snake Rattle 'n Roll
74. Solar Jetman
75. Solstice
76. Star Troopers
77. Star Wars
78. Star Wars
79. Street Fighter 2010
80. Super C
81. Super Mario Bros.
82. Super Mario Bros. 2
83. Super Mario Bros. 3
84. Super Off Road
85. Super Spike 'V'Ball
86. Sword Master
87. Taurus Super Bowl
88. Teenage Mutant Ninja Turtles
89. TMNT II: The Arcade Game
90. Yaris
91. Yaris and Treasure
92. Totally Rad

93. Golf
94. The Hunt for Red October
95. InGenius Language Translator
96. InGenius Personal Organizer
97. InGenius Spell Checker and Calculator
98. InGenius Travel Guide
99. Kingpin: Crossed
100. Krazy
101. Mattia Madness
102. Mega Man
103. Metamorph
104. Nifty Nuts
105. Operation C
106. Prince of Persia
107. The Pursuer
108. Puznic
109. Quarth
110. The Rescue of Princess Bubble
111. RoboCop
112. Slinky Slinky
113. Strategy a Magic Show
114. Super-Man
115. Spot
116. Super Mario Land
117. Super FC Pro-Am
118. Sword of Hope
119. Taurus Bowl
120. TMNT: Fall of the Foot Clan
121. Ultima: The Ruins of Virtus

GAME BOY GAMES

1. Amazing Penguin
2. Amos Laidley
3. Barney
4. Battle First Zacht
5. Bubble Ghost
6. Bullet Fighter Deluxe
7. Chessmaster
8. Clever Tom
9. Countdown Opbit
10. Days of Thunder
11. Dr. Mario
12. Final Fantasy Adventure
13. Final Fantasy Legend
14. Final Fantasy Legend 2
15. F1 Race
16. Fantasy Zone
17. Puyo Puyo
18. Garpy's Quest
19. Ghouster 2
20. Ghouster
21. Ghouster



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NOW

AUGUST
1991

PLAYING

This issue's glance at games that didn't quite score feature coverage includes a new game show game, a Chess-like strategy game, a shoot 'em up and an adaptation of a popular series of

children's books. Check 'em out. You should also take a look at the new Nintendo related gear on page 87.

SUPER JEOPARDY

GameTek's fourth NES adaptation of "Jeopardy" is a challenging test of trivia knowledge with competitive computer-controlled contestants and a three-round tournament format. Up to four players can participate in the Quarter-Final round, while as many as three players can compete in the Semi-Final and Final Rounds.

Let's Play Jeopardy!

There are over 400 quiz categories that can pop up on the Jeopardy board. Six categories are presented per round. If there is a category that you have seen before and know the solutions to, you can choose to select a new set of categories at the beginning of the round. You'll uncover one Daily Double in the first round and two in the second (Double Jeopardy) round.



In order to play in the Semi-Finals or Finals, you must win the preceding match and earn a password that is specific to the name of your character. While the answers and questions are just as challenging in the Quarter-Finals as they are in the Semi-Finals and Finals, the computer-controlled contestants are not as quick on the buzzer and as accurate in the first game as they are in the advanced games.



The answers and questions in Super Jeopardy are super challenging from the very beginning.

There are some nice touches in Super Jeopardy that make the game look and feel like the TV show, including digitized phrases and sound effects that are lifted straight from the program. The contestants also react realistically. They even applaud themselves for a job well done.



TRIUMPH

Hudson's Triumph combines elements from different kinds of strategy games. Like Chess, it is a board battle between two Kings' armies where different warriors have different ways to move. And, like many role-playing board games, the outcome of battles between warriors is determined by randomly generated numbers and the strengths of those two characters. These elements, along with some unique twists make for a challenging battle of wits for one or two players.



The warriors are arranged on the board to protect their king from opposing forces.



The outcome of one-on-one battles depends on the cards chosen by each side.

Every warrior has different powers. Check out the Manual Mode for a rundown of those strengths, including a description of the magic spells.



Understand the abilities of the characters before you begin the game.

Free The Castles From An Evil Force

Twenty-five castles have been taken over by an evil being known as Guntzy. In the Quest Mode, it is your mission to free the castles from Guntzy's forces, one at a time. Every castle has a different layout and the forces that have taken the castles grow in strength as you wind down the road to Guntzy's headquarters.



Take on Guntzy's forces in 25 different castles. The castles of the Quest Mode get more challenging as you progress.

The Select Mode allows you to choose any of the castles from the beginning and to challenge a computer-controlled opponent or another player. If you choose the Edit Mode, you can select a castle and change the set-up from the beginning to create your own challenging situation. Any Mode is sure to offer you a unique strategy game experience.



The Edit Mode allows you to change the set-up of the castles.

CAPTAIN PLANET

The adventures of Captain Planet and the Planeteers are on the way to the NES from Mindscape. Use the powers of the elements to help the Planeteers carry out their mission in two types of action sequences. The first section is a shoot 'em up over water and the second is a battle in a maze-like factory.

Save The Planet From Hoggish Greedly

The foolish fiend, Hoggish Greedly, is drilling for oil in National Parks. It's up to you to stop him from destroying the nation's parklands. You'll blast off in a ship and take on Greedly's evil machines and oil rigs. Then, you will control the captain through a factory to Greedly's headquarters. While you are



controlling the ship, you can use rocks, fire and wind to destroy Greedly's forces. As Captain Planet, you have the ability to turn into the Elements for a short period of time and power your way through the caves. The game is very challenging and might be frustrating for some players. One hit will send the ship or the Captain down for the count.



Help Captain Planet and the Planeteers make their way to the headquarters of Hoggish Greedly.

WHERE'S WALDO

In the Where's Waldo series of books, the reader is challenged to find a striped-shirted character named Waldo who is hidden on a busy scene on every page. The NES adaptation from THQ takes that theme and adds a few new twists that make the game a challenge every time you play.

Help Waldo Blast Off To The Moon

Waldo is on his way to the Moon. Before he can get there, though, you'll have to discover him in eight other locations. Some of the scenes are like the pages of the Where's Waldo books. The areas are filled with people and you must point Waldo out in the crowd. He'll be in a different place every time you play. An Easy game allows you a total of 960 seconds for all locations, a Medium game gives you 660 seconds and a Hard game permits only 460 seconds. An incorrect choice tops 10 seconds off your time.



The Train Station is Waldo's first stop. Then, he trods off to the Forest and the Cave. This third location is the first variation from the picture book scenes. Waldo is in the darkness and you must shine a light on him in order to direct him to the exit.



Find Waldo in the crowded Train Station.



Shine light on Waldo and lead him out of the Cave.

Other variations on the theme include a journey through the maze-like Subway and a matching game on the Launch Pad. If you like the books, you'll like the game, too!

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Captain Planet	Mindscape	1P/Pass	3.0	2.9	2.7	2.7	Planet Saving Action
Darkman	Ocean	1P/Pass	3.3	2.2	3.0	2.5	Movie Action
Dragon Warrior II	Enix	1P/Batt	3.6	3.5	3.3	3.9	Role Playing
Dragon Warrior III	Enix	1P/Batt	3.4	3.8	3.8	3.6	Role Playing
Ninja Gaiden III	Tecma	1P	4.1	4.3	4.1	3.9	Ninja Action
Rainbow Island	Taito	1P	2.6	3.2	2.4	2.6	Comic Action
Romance of the Three Kingdom II	Koei	1P/Batt	3.3	2.9	2.8	3.1	Role Playing
Sesame Street 123-ABC	Hi-Tech	1P	3.6	3.9	3.3	3.8	Education
Super Jeopardy	GameTek	4P-S	3.7	4.1	3.4	3.5	Game Show
Triumph	Hudson Soft	2P-S/Pass	2.8	3.0	3.0	3.5	Strategy
Where's Waldo	THQ	1P	1.9	3.2	1.8	2.8	Education

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self-explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER

2P-S = TWO PLAYER SIMULTANEOUS

4P-A = FOUR PLAYER ALTERNATING

PASS = PASSWORD

BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND FUN

WORLD OF

Nintendo

There's much more at World of Nintendo retailers than games and systems. You can find a lot of great items like lunch boxes, note pads and backpacks

that feature popular Nintendo characters. Here are a few new items that you can find at the World of Nintendo or other specialty stores.

Nintendo Adventure Books

Nintendo characters, at last, are appearing in their own series of novels from Archway Paperbacks. Every book is like an adventure. As you read along, you must solve puzzles and make decisions for the characters. Your decisions affect the outcome of the stories. The series began in June and will continue with a new book every month. The first eight stories will feature the Super Mario Bros. and the inhabitants of the Mushroom Kingdom and following stories will focus on Zelda and Link.



The first installment of the Nintendo Adventure Book series finds the Super Mario Bros. in "Double Trouble."

Super Mario Bros. Print World

Make signs and announcements with the help of the Super Mario Bros. and their Mushroom Kingdom cohorts by using the Super Mario Bros. Print World personal computer program from Hi Tech Expressions. It's available for IBM compatible and Commodore/Apple computers. The program includes dozens of drawings of Mario, Luigi and friends in different poses, 20 borders and seven typefaces.



Create cards, banners, signs, invitations and other decorations with Super Mario Bros. Print World.

Super Mario Bros. & Friends Electronic Crayons

Merit Software's Super Mario Bros. & Friends is a personal computer program which allows you to color in 30 drawings of the famous brothers as they explore assorted occupations. It includes a pallet of 16 colors which can be mixed to make 256 different shades. The program is available for IBM, Amiga, Commodore and Apple computers.



"When I Grow Up" is the theme of the Super Mario Bros. computer coloring book.

GameSounds

If you like to crank up the music and sound effects when you're playing games but you don't want to disturb the rest of the house, GameSounds from Lightwave Technologies is for you. It's a remote sound system that allows you to listen to the sounds of the NES over headphones without cumbersome cords. The GameSounds Transmitter connects to the audio output of the NES and sends out a signal which can be picked up by the GameSounds Receiver up to 30 feet away. The Receiver can also be tuned to pick up FM radio stations.



Listen to the sounds of your NES games privately with the GameSounds Transmitter and Receiver.





Volume 27 August 1991

TOP 30

This month we're changing our color-coding system to better reflect the length of time a game has rated in the Top 30. This way, you'll be able to spot new titles and time-honored favorites at a glance. Check it out, and let us know what you think about the change.

Use this color-coded key to check on your favorite games.

Red Newcomers appearing for the first time this month.

Green Games that have appeared between two and nine times.

Purple Titles that have made the Top 30 ten times or more.

White The number of months the games have rated in the Top 30.

MONTHS



1 9,220 POINTS
22 MONTHS

SUPER MARIO BROS. 3

Ever-popular but modest, Mario and Luigi are old hands at holding down the top spot.



2 8,260 POINTS
9 MONTHS

TMNT II: THE ARCADE GAME

Another pizza, hold the anchovies! The too-cool Turtles are hanging out for another month.



3 7,161 POINTS
9 MONTHS

MEGA MAN III

Our mega-hero and his mechanical canine are enlisting troops and trouncing Dr. Willy.



4 6,016 POINTS
12 MONTHS

FINAL FANTASY

The enduring role-playing adventure is endearing to those who like big challenges.



5 4,498 POINTS
8 MONTHS

DRAGON WARRIOR II

There's room for a party of three in Fifth Place. The saga of Erdrick continues.



6 4,167 POINTS
18 MONTHS

TETRIS

A little two-player tetrad-ing, anyone? It's double the challenge and twice the fun.



7 4,136 POINTS
10 MONTHS

CRYSTALIS

Deo is hopping to it, hoping to help a brave adventurer solve the mysteries that abound.



8 3,811 POINTS
4 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Yo, mutants! That's Bart on the board and he has plans to put you back in orbit.



9 3,780 POINTS
5 MONTHS

STARTROPICS

Mike's no yo-yo when it comes to uncovering clues, but can he save the missing doctor?



10 3,172 POINTS
7 MONTHS

DR. MARIO

Fru season is over, but Dr. Mario is still making house calls and stomping out viruses.



11 2,497 POINTS
25 MONTHS

SUPER MARIO BROS. 2



12 2,338 POINTS
13 MONTHS

DOUBLE DRAGON III



13 2,290 POINTS
15 MONTHS

MEGA MAN II



14 2,229 POINTS
15 MONTHS

ULTIMA: QUEST OF THE AVATAR



15 2,138 POINTS
14 MONTHS

Castlevania III — Dracula's Curse



16 1,969 POINTS
14 MONTHS

MANIAC MANSION



17 1,910 POINTS
13 MONTHS

WIZARDRY



18 1,594 POINTS
13 MONTHS

DESTINY OF AN EMPEROR

19 1,540 POINTS
13 MONTHS

TEENAGE MUTANT NINJA TURTLES

20 1,511 POINTS
13 MONTHS

THE LEGEND OF ZELDA

21 1,500 POINTS
13 MONTHS

DOUBLE DRAGON II

22 1,486 POINTS
13 MONTHS

MONOPOLY

23 1,417 POINTS
13 MONTHS

THE IMMORTAL

24 1,320 POINTS
13 MONTHS

DRAGON WARRIOR

25 1,212 POINTS
13 MONTHS

ZELDA II THE ADVENTURE OF LINK

26 1,188 POINTS
13 MONTHS

DICK TRACY

27 1,107 POINTS
13 MONTHS

SOLSTICE

28 1,113 POINTS
13 MONTHS

Bases Loaded II

29 1,049 POINTS
13 MONTHS

Disney's DUCK TALES

30 1,000 POINTS
13 MONTHS

Little Nemo the Dream Master



Players' Picks



GAME	PTS
1 Super Mario Bros. 3	4,437
2 TMNT II: The Arcade Game	4,009
3 Mega Man II	3,611
4 Final Fantasy	2,232
5 The Simpsons: Bart vs. the Space Mutants	1,469
6 Dragon Warrior	1,376
7 Castlevania II—Dracula's Curse	1,298
8 Dragon Warrior II	1,280
9 Mega Man I	1,267
10 Double Dragon III	1,111
11 The Legend of Zelda	1,070
12 Tetris	948
13 Battletoads	858
14 StarTropics	854
15 Zelda I—The Adventure of Link	845
16 Dr. Mario	714
17 Super Mario Bros. 2	668
18 Double Dragon II	654
19 Mercia Mansion	597
20 Crystals	570
21 Ninja Gaiden I	568
22 NES Play Action Football	566
23 Teenage Mutant Ninja Turtles	536
24 G.I. Joe	511
25 Mega Man	489
26 Dragon Warrior III	479
27 Disney's Duck Tales	474
28 Super C	471
29 Monopoly	433
30 Batman	432

Pros' Picks



GAME	PTS
1 Final Fantasy	3,784
2 Crystals	3,558
3 Dragon Warrior II	2,545
4 Mega Man II	2,415
5 StarTropics	2,302
6 Ultima: Quest of the Avatar	2,222
7 Wizardry	1,610
8 Destiny of an Emperor	1,594
9 The Inconvert	1,417
10 Mercia Mansion	1,272
11 Solstice	1,159
12 Super Mario Bros. 3	1,143
13 The Simpsons: Bart vs. the Space Mutants	998
14 Battle of Olympus	902
15 Princess Tawotika in the Sokol Kingdom	886
16 Castlevania III—Dracula's Curse	837
17 Nobunaga's Ambition	708
18 Tetris	692
19 Adventures of Lolo II	676
20 Dr. Mario	644
21 Bandit Kings of Ancient China	628
22 Nobunaga's Ambition II	580
23 Baseball Stars	564
24 Zelda II—The Adventure of Link	467
25 The Legend of Zelda	451
26 Mega Man II	419
27 Monopoly	403
28 NES Play Action Football	386
29 Batman	370
30 Mega Man	354

Dealers' Picks



GAME	PTS
1 TMNT II: The Arcade Game	4,251
2 Super Mario Bros. 3	3,640
3 Tetris	2,527
4 Super Mario Bros. 2	1,829
5 Dr. Mario	1,814
6 The Simpsons: Bart vs. the Space Mutants	1,344
7 Dick Tracy	1,215
8 Double Dragon II	1,195
9 Mega Man II	1,135
10 Boss Locked I	1,113
11 Teenage Mutant Ninja Turtles	1,004
12 Little Nemo the Dream Master	1,003
13 WWF WrestleMania Challenge	986
14 Double Dragon II	853
15 Paper Boy	748
16 Cameron Games	734
17 Tecmo Bowl	720
18 Disney's Rescue Rangers	696
19 Dragon Warrior I	673
20 Dungeon Magic	666
21 Wheel of Fortune	631
22 StarTropics	624
23 Monopoly	596
24 Hudson's Adventure Island I	594
25 Arch Rivals	586
26 Disney's Duck Tales	575
27 Al Unser Jr.'s Turbo Racing	573
28 Road Racer II	559
29 Adventures in the Magic Kingdom	551
30 Mega Man I	550

NEW NAMES ARE MOVING UP

Tried and true titles dominate the Top Ten, but new names such as StarTropics and Battletoads make big leaps.

WHAT'S NEW AND FUN? ASK THE PROS!

After playing hundreds, the pros know what they like in a game. Games with depth and interesting story lines—the RPGs—are the ones they stick with, month after month.

FAVORITES OLD AND NEW MAKE THE DEALERS' LIST

Customers want a varied selection, and the dealers are obliging them with the best games.



CELEBRITY PROFILE

— MACAULAY CULKIN —

If Macaulay Culkín were home alone in real life, he'd probably be playing the Nintendo video games he loves. Then, the eleven-year-old star of the smash hit "Home Alone," well acquainted with boobytraps and challenges, could experience the same thrills he did in the movie, but with a lot less trouble!

When he's not breaking box-office records, the famous fifth-grader perfects his video game skills for up to two hours a day, and you can bet he's an expert—he's been playing Nintendo video games since he was three!

We had the pleasure of interviewing Macaulay recently, along with a group of animated, fun-loving characters: Chip and Dale, Baloo, Launchpad, Scrooge McDuck and Mickey Mouse. Where were we? You guessed it... Disney!

In a salute to hi-tech entertainment, Macaulay helped kick off opening festivities for Disneyland's

new "Videocade" game center, which will offer 30 monitors featuring Capcom's NES video games starring popular Disney cartoon characters.

Macaulay performed the opening ceremony with Disneyland president Jack Linquist. Then Macaulay, Linquist and a mysterious contender matched wits and played a game before the crowd. It was a tense moment and the winner, the mystery guest, turned out to be none other than Michael Scott, one of the 1990 Nintendo World

Championship finalists! Macaulay didn't mind losing and he and Michael spent the rest of the day exploring Disneyland.

So what's it like to be the star of such a phenomenally successful film? Macaulay says, "It's fun to be a celebrity; I really can't think of any drawbacks. Acting's the best!"

Macaulay's love of video games is widely known. During filming of "Home Alone," director Chris Columbus, aware that Macaulay, a.k.a. "Mack," loves playing Nintendo games, introduced a learning incentive to the young star: "During rehearsals, we had a deal," he recalls. "Mack could play Nintendo games if he'd memorized his lines. He'd go through the entire script in about 15 minutes."

During long hours on the set, Macaulay has fun playing Game



Boy. And when he's at home he doesn't play games alone. Macaulay, 11, is the fourth of seven children in a stagestruck family. His brother Shane, 14, recently spent a year on Broadway, and Kieran, 8, played Kevin McCallister's cousin in "Home Alone." His father is a former stage actor and his aunt is actress Bonnie Bedelia.

Macaulay is currently hard at work on a film called "My Girl," and his future acting plans include a sequel to "Home Alone."

His advice for Nintendo video gamers sounds much like what the heroic Kevin would suggest to anyone attempting the intricate gags in "Home Alone": "Explore when you play Nintendo games. Hit things, try things and then you'll know what to do to get better. Keep it up and you can be a champion!"



Macaulay and Mickey open the door to video game fun at the Magic Kingdom.

PAK WATCH



A LOOK INTO THE FUTURE OF NES GAME PAKS!

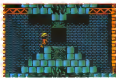
Pak Watching gets more exciting around CES time because, as you all know, that's when companies announce their new games. No matter how hard we try to keep up, there are always a few surprises at the show.

Just Around The Corner

BIO FORCE APE

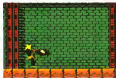
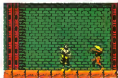
Besides having one of the coolest game names to come along in a while, Bio Force Ape from Seta has the fastest action ever seen on the NES. You take control of Bio Force Ape, a genetically altered super chimpanzee, as he tries to make his way through a hi-tech maze to rescue his adopted human family.

Play control on the character is good, but one of the best parts of the game is when Bio Force Ape takes a wild out-of-control ride on one of the speeding platforms or coal cars (hold on tight!). Anima-



tion is humorous, especially when your ape takes a long fall and flails his arms helplessly (but don't worry—Bio Force Ape is practically indestructible). Bio Force Ape also has some great pro wrestling-style moves to use against his bizarre opponents.

While the story elements weren't complete in the early version we previewed, the action ingredients present were very promising. We'll let you know more about Bio Force Ape as work on the game progresses.



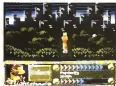
Just Around The Corner

NIGHTSHADE PAK WATCH

Konami is leaping into the super hero video game fray with a game called *Nightshade*. Instead of free-for-all fistcuffs, however, *Nightshade* will follow the adventures of a thinking man's super hero, and the game will almost resemble a RPG. The hero, *Nightshade*, will have to use items

(some outrageous, some mundane) to solve problems and overcome obstacles. Over 100 screens worth of puzzles must be solved to finish the game. Instead of points, *Nightshade's* success will be measured by his Popularity Level, which will increase for good deeds (like rescuing cats from trees, for example). His Popularity Level will

also determine how the many people he meets will react to him. It looks like games with super hero subject matter might be the next big thing, and *Nightshade's* concept and theme sound unique. We're anxious to see how it stacks up against Lucasfilm Games' super hero title, *Defenders of Dynatron City*.



Just Around The Corner

KICK MASTER

Taito is following up *Power Blada* with another action game starring a hero, *Kick Master*, who has an unusual attack method. This time the action is set in a fantasy kingdom, and rather than a hi-tech boom-oring, the *Kick Master's* feet are registered as deadly weapons. The *Kick Master* starts out with a variety of boot-based attacks and gains additional fancy kicks as he progresses through the game's seven levels.

There's plenty of standard fantasy foe fare in *Kick Master*—from

bat winged dragons to floating sorcerers—but there are also a few surprises. This *Pak Watcher's* favorite was the giant octopus that attacks as our hero makes his way across the deck of a ship.

The graphics and game play in *Kick Master* were reminiscent of Taxan's *Low-G-Man* and *G.I. Joe* NES games. The magic plus mar-



fun to play if you provide your own karate sound effects. Even given these minor similarities to other games, *Kick Master* has its own original style and is interesting and fun to play. Watch for more detail in upcoming issues.



tial arts theme has been done before (in *Ninja Gaiden*, for example) but *Kick Master* is set in a western-style fantasy world. It's similar to other martial arts action games in that the game is more



Consumer Electronics Show

We're back from CES and we've had a chance to collect our notes. It came as no surprise that there were a lot of good games on display. What was surprising was the balance between the three Nintendo systems: NES, Super NES and Game Boy. Each system had its strong titles.

For each system, Nintendo Power chose a few games that represented excellence in game development. These games were featured in the central area of the Nintendo booth. Most of these titles were very close to being released, so they had been announced or covered in Nintendo Power. Here are some of the highlights of the Summer CES:



Nintendo® ENTERTAINMENT SYSTEM™

The games Nintendo Power picked as Best Of The CES for the NES were Battletoads, Dr. Mario, Mega Man 3, Super Mario Bros. 3 and TMNT: The Arcade Game. Of all these, Battletoads generated the most excitement, probably



America's GameStar Laver and GameStar were on hand to promote GameStar's America GameStars for the NES

because it hadn't been released at the time of the show. Tradewest did a great job with their Rash costume, which was often seen walking through the show.

Games based on character licenses were in plentiful supply, but several stood out. Batman: Return Of The Joker (Sunsoft) follows the comic book Batman more closely than the movie version. The new NES Batman is almost twice as tall as the first one, and goes back to wearing the standard blue and grey costume. Taito is developing a Flintstones game that is a basic side scrolling action

title, but the Fred character looks good and the Bedrock-style backgrounds are well done. Hi Tech's Tom & Jerry, based on the cat and mouse cartoon, also features good character animation and fun game play.



Fred Flintstone helps players have a "jolly doo-bee time" playing the Flintstones NES game.

SUPER NINTENDO

ENTERTAINMENT SYSTEM

The Super Nintendo Entertainment System (SNES) was launched in style at this CES. Six giant monitors, with super sound systems plugged into Nintendo Power's Best Of The CES game choices, were the central attraction of the Nintendo booth. The featured titles included ActRaiser, F-Zero, Gradius III, Pilotwings, Super Ghouls 'n Ghosts, Super Mario World, Super R-Type and Castlevania IV.

Of the other 40 plus Super NES works in progress, several showed promise. Drakkhen

(Kemco-Seika) should be a hit in the RPG scene. It's a first person



Nintendo Power Editor-in-Chief Bill Timen looks on as Bill Laitheiser demos SNES Combat Baseball from Nintendo.

GAME BOY

COMPACT VIDEO GAME SYSTEM

No one left out Game Boy at the show; over 50 new titles were on display, including Nintendo Power's Best Of Game Boy: Castlevania II: Belmont's Revenge, Lunar Chase, Mega Man in Dr. Wily's Revenge, Metroid II: Return Of Samus, Super Mario Land and TMNT II. Castlevania II improves on the first Game Boy Castlevania with better graphics and play control. Lunar Chase from Nintendo uses new 3-D programming to

create a first-person tank game with real-world feel. Metroid II for Game Boy is the long-awaited sequel to the NES title. Samus must explore extensive caverns



The Stomper at Home and editor Dan Swain join Nash in getting pumped up about Battletoads for Game Boy.

PAK WATCH

perspective adventure that lets you go in any direction, with smooth scrolling. American Sammy announced it would bring Wanderers From Ys, a hit PC RPG from Japan, to the Super NES. Equinox (Sony Imagesoft), the sequel to Solstice, accomplishes some great 3-D effects using the SNES technology. Super Battle Tank (Absolute) and Super Wrestlingmania (LJN) both use the SNES VGA mode to create very colorful and almost photographically realistic screens.

and mazes to destroy SR3BB, the Metroid home world. TMNT II for the Game Boy also updates the original with six new levels of action.

Nintendo Power's Best Of The CES weren't the only stars of the show for Game Boy. Battletoads for Game Boy looks almost as good as the NES version. NES hits Adventure Island (Hudson) and Double Dragon II (Acclaim) will also make Game Boy appearances soon. Hunchback, a new action game from Ocean, stars a likeable medieval bell-toller with a sense of humor.



Speaking of fun game play, Hudson is working on an as-yet-untitled sequel to Bomberman that features a multi-player mode. Triple your playing enjoyment as you try to blow up a couple of buddies, Bomberman styl!

Other titles of note

Barbie herself comes to life in the NES Barbie game and at the CES Show.

included: Bio Force Ape (Seta) for its super fast action, Barbie (Hi Tech) for its giant character (bigger than the new Batman), Smash TV (Acclaim) for tons of action with no flicker, Roger Clemens MVP



We caught Howard Phillips at his new post in the Lucas Arts/ JVC booth.

Baseball (LJN) for its new angle on the diamond and Battletoads (Tradewest) because we like it!



Multi-player action was emphasized with the NES Sports Set and Football 2000.

SUPER NINTENDO

ENTERTAINMENT SYSTEM

DEVELOPMENT DISPATCH

Things are heating up for the Super NES as the system's release draws near. Games of all kinds are planned (as you know if you read our 16-bit software preview last issue) but it looks like one of the system's initial strengths may be fantasy adventure games. Here's a look at three that are guaranteed hits:

ZELDA III

While Nintendo Company Ltd. is being extremely secretive about the third game in the famous "Zelda" series, we have heard that it should be completed by August, with a scheduled release date of winter 1991. From what we've seen of *Zelda III*, all we can say is it looks awesome! The game play viewpoint harkens back to the original *Legend Of Zelda* but has 16-bit graphics which allow for larger characters and enemies as well as greater depth and realism. 16-bit



scaling technology is used to zoom in and out on the overworld.

The story behind *Zelda III* links with the past in that the hero is an ancestor of Link (also named Link) and the main maiden he must rescue is an ancestor of Zelda. Not only are the objects in the world huge, but the world itself is gigantic, with many items to find, people to talk to and secrets to discover. Link has more amazing abilities than he had in the other *Zelda* games, and the plot and story are also more involved. Be sure to stay tuned to *Nintendo Power* for the inside scoop on this super game!

CASTLEVANIA IV



We've seen only an early version of *Castlevania IV*, but it looks very, very good. Maybe we're getting used to it, but the *Castlevania* play control in this fourth installment seems to be the best yet. The hero (we're not sure if it's Simon, Trevor, or another Belmont) also has a few new whip-cracking moves, including the ability to whip up and down and to swing across gaps using his whip, a la *Indiana Jones*. The graphics are detailed and really give a gothic feel to the game's eerie setting. This is another one to be on the lookout for!

SUPER GHOULS 'N GHOSTS



So far, there's no shortage of challenge in the various Super FamiCom titles we've seen (*Darius Twin* and *Gradius III* come to mind as real tests). From playing the Japanese version of *Super Ghouls 'N Ghosts*, we can say that this looks like the most challenging 16-bit game yet! After a long absence, Arthur returns for more battles with the forces of evil. His foes—zombies, magic users and of course, ghouls and ghosts—are all portrayed in supernaturally good graphics. This isn't a game for the weak at heart or the easily frustrated.

GOSSIP GALORE

PAK WATCH

THE EMPIRE STRIKES BACK

Lucasfilm Games and JVC recently announced that they are working on an NES game for release in 1992 based on The Empire Strikes Back. The game follows the plot of the movie and focuses on the adventures of Luke Skywalker. During the course of the game, Luke will battle Imperial Walkers on Hoth, finish his Jedi training on Dagobah and rescue Princess Leia from Bespin. As in NES Star Wars, vehicles are important, and Luke will be able to ride or pilot a tauntaun, Imperial Walker and X-wing fighter. The action culminates with a detailed light saber duel between Luke and Darth Vader.



OVERLORD

If you like strategy games, check out Overlord for the NES from Virgin Games. Overlord pits you against an alien commander in a desperate bid to take over a solar system of barren planets. Not only do you have to manage resources to terraform and colonize the planets, you have to send troops to hold them. Overlord was originally a PC game, but it looks like all the complexity and graphics translated well to the Nintendo Entertainment System.



DIE HARD

We recently got a chance to play Activision's interesting NES Die Hard game (based on the movie starring Bruce Willis). It includes decent artificial intelligence routines for the enemies. They respond to your actions and send reinforcements to the floor you're on, and your vision is limited to your character's line of sight. These "fog of war" and "smart" enemy features add to the challenge.



BARBIE

Move over, G.I. Joe! Soon you won't be the only toy figure that has an NES game. Hi-Tech Expressions plans to release a game pak starring Barbie in the near future. The game follows Barbie's search for the magical clothes and accessories she needs to attend a Royal Fantasy Ball. These items are hidden in four fantasy worlds. Even if it's not for you, the Barbie video game might make a good gift for a younger sister who is an NES fan.



NES PLANNER

COMING SOON

Addams Family
 Berbia
 Bio Force Ape
 Bucky O'Hare
 Captain Planet
 Die Hard
 F-15 Strika Eagle
 Home Alone
 Hudson Hawk
 Kick Master
 Nightshade
 Overlord
 Pirates!
 Smash TV
 Star Trek
 Star Wars
 Tecmo Super Bowl
 The Empire Strikes Back
 The Hook
 Tiny Toons
 Ufourie
 Ultimate Warriors Of Destiny
 Where In Time Is
 Carmen Sandiego?
 Where's Waldo
 Wolverine
 WURM

SUPER NES PLANNER

COMING SOON

ActRaiser
 Castlevania IV
 Caveman Ninja
 Darius Twin
 Drakken
 F-Zero
 Final Fight
 Gadius III
 John Madden's Football
 PGA Tour Golf
 Pilotwings
 Populous
 SimCity
 Super Bees Loaded
 Super Mario World
 Super R-Type
 Super Play
 Action Football
 UN Squadron

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain those exciting reviews:

- Volume 14** (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystals.
- Volume 15** (Sept./Oct. '90): Madden Menace, Final Fantasy, Ristar Games, NES Play Action Football, Snake Battle 'N Roll, Koolha Cubicle.
- Volume 18** (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Ristar Returns.
- Volume 20** (Jan. '91): Mega Man III, Doki Doki, GreenLabs 2, The Immortal.
- Volume 21** (Feb. '91): SuperTetris, TAMM II, The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
- Volume 22** (March '91): MetalStorm, SuperTetris, G.I. Joe, Hudson's Adventure Island II.
- Volume 23** (April '91): Power Blade, Seward Master, Scarily Real, Monopoly.
- Volume 24** (May '91): Vice Project Doom, The Adventures of Lolo III, The Ruckstein, The Lone Ranger.
- Volume 25** (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
- Volume 26** (Aug. '91): Robin Hood, Raddin' Kats, The Little Mermaid, Bill & Ted's Excellent Video Adventure.

To order your back issues, use the form at the front of this issue.

SPECIAL PACKAGES

Issues from our first two years are available only in special collector's sets! They cover games that are just as great now as they were then, so you won't want to miss them. You won't find these issues at newsstands, and you won't find this information anywhere else!



The First-Year Set includes in-depth reviews of the following games:

- Super Mario Bros. 1
- Ninja Gaiden
- Castlevania III—Sinner's Quest
- Zelda II—The Adventure of Link
- Teenage Mutant Ninja Turtles



The Second-Year Set covers these games:

- Mega Man II
- Dragon Warrior
- Super Mario Bros. 2
- Tetris
- Final Fantasy
- Super C

These sets are too good to miss! They're available only while supplies last, so use the form at the front of this issue to order now!

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

Strategy Guides Now Available:

- Volume 13: Super Mario Bros. 3
- Volume 15: Ninja Gaiden II
- Volume 17: Final Fantasy
- Volume 19: 4-Player Extra



Tip Books Available:

The Legend of Zelda: Tips and Tricks
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

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PROJECTION TV REMINDER

As we pointed out in January's Bulletin Board, playing video games on a Projection Television (PT) is risky business. Because of the way PTs are designed, dry food images—not just video games—can imprint on the screen. And when an image has "burned in," it shows up no matter what program you watch. PT

owners are expensive, so head the warning we print in our message: **DO NOT USE YOUR VIDEO GAMES WITH PROJECTION TELEVISIONS.** Your PT manual should contain a warning, too. If you have any problems, contact your PT's manufacturer.

PLAYER'S POLL CONTEST WINNERS FROM APRIL 1991 ISSUE

GRAND PRIZE: A TRIP FOR FOUR TO THE DIEHARD 100

WINNER: Leo Muller, New Meadows, ID

SECOND PRIZES: BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME PAKS & PIT CREW JACKETS

WINNERS: Mark Ah Yo, Aliso, NJ; Joshua Bailey, Rockford, IL; Ralph Boyd, Douglas, PA; Marvey Crisp, Edin, NJ; David Cortes, Colorado Springs, CO; Greg De Vore, Ball Canyon, CA; Nathan Norman, Lowland, IA; James Jones, Newland, WJ; Annee Longwell, Clear, Alaska, ID; Dave Rensch, Buffalo, MN.

THIRD PRIZES: NINTENDO POWER JERSEYS

WINNERS: Chris Baker, Oshawa, TN; William Brown, Lori Vegas, NV; Danny Brunick, Columbia, MD; Brian Curle, Glendale, AZ; David Chambers Jr., Selma, NY; Alex Chavez, Santa Fe Springs, CA; Dorin Cichowski, Linden, NJ; Kyle Gray Jr., Phenixville, PA; Matt Carole, Spring Hill, KS; Anece Daxler, Mesa City, KS; Tammy D'Gie, vintonia, Norwood, MA; Ken Goffrey, Corde, ND; John Ivan Gohm, Frequent, IL; Scotty Greene, Belfer, GA; Jay Greenwood, Aspers, CO; Richard Hogge, Elmendorf AFB, AK; Adam Nelson, Hialeah, SD; Nathan Nields, Kansas, MN; Mark Nelson, Galesville, ON; Tyler Holden, Sunnyvale, WA; Jason Humble, Sherke, LA; Ryan Igarashi, Santa Ana, CA; Patrick Legg, Westville, AL; Danny MacNieve, Kings Park, NT; Michael Makin, Fredericksburg, VA; Scott Martin, Chiberte, IL; Cebo Miki, Plant City, FL; Kimberly Newcome, Fowler Springs, GA; Justin Nield, Portland, OR; Adam O'Brien, Fort Abbots, WI; Mary E. Olsen, Maple Lake, MI; Dee Parker, Westley, IL; Karl Pritz, Maple Grove, MN; Madonna Pruth, Terre Haute, IN; Gary Rigley, Lubbock, TX; Tom Rindke, M'Henry, S; Nik Romano, Gouldsboro, ME; Cam Rufford, Bellingham, WA; Sandra K. Russ, Oknegki, AK; Brian Scheid, Caldwell, OH; Eric Snyder, Peletot, NY; Mark S. Strong, San Diego, CA; Steve Teub, Brookly, NY; Steven Thelin, Mesa, AZ; Melissa Tugler, Winter Garden, FL; Harold Valenzuela, Coogan, PR; Norman Wilkins, Silas, OR; David Matthew Wortley, Fama, TN; William Wu, Alhambra, CA; Gary Young, Kelleys, MI.

COMING NEXT MONTH:

SUPER NES GAME FEATURES

A great lineup of Super NES titles is ready and waiting for the system's arrival. Next month, get a better look at games such as Super Mario World, Castlevania IV, Final Fight, and SimCity.



STAR WARS

The saga began a long time ago in a galaxy far, far away. Now, through the magic of hyper-space, the NES version has arrived. Join Luke Skywalker as he raises his Light Sabre against the forces of darkness.



SMASH TV

It's time to pick up your presents—and you'd better hurry. Waves of clone-like soldiers will flood the room soon, and they're not going to let you leave the room without a fight.



FINAL FANTASY ADVENTURE

With play that is similar to The Legend of Zelda for the NES, this epic Game Boy adventure requires dexterity. As you explore many worlds, you must wield your sword with finesse and escape enemy fire.



Dear Readers,

I bet everyone has aspired to work on game development, and I'm sure it would come as no surprise to you that the editors of Nintendo Power share this dream. But there's a lot more to making a hit game than just coming up with an idea, as I found out when I visited Nintendo Company Ltd. headquarters in Kyoto, Japan.

The purpose of my visit was to learn the ropes as a communications liaison between Nintendo of America, Nintendo Company Ltd, and outside developers. Although this wasn't really game design, it was about as close as you can get! Working in the inner sanctum of NCL R&D, I got a chance to see a few top secret projects that the general public won't know about for months. As a matter of fact, secrecy is so important, even the different R&D groups within Nintendo don't even know what the others are working on! Plans are for me to go back this fall to work further with the development teams on games for the Super FamiCom and Super NES. I'll be sure to keep you all posted; that is, if the projects aren't top secret!



Dan Owen

Dan Owen Agent 710

Nintendo of America Inc.
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